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of Kain: Soul Reaver · R-Type Delta · UmJammer Lammy · Madde

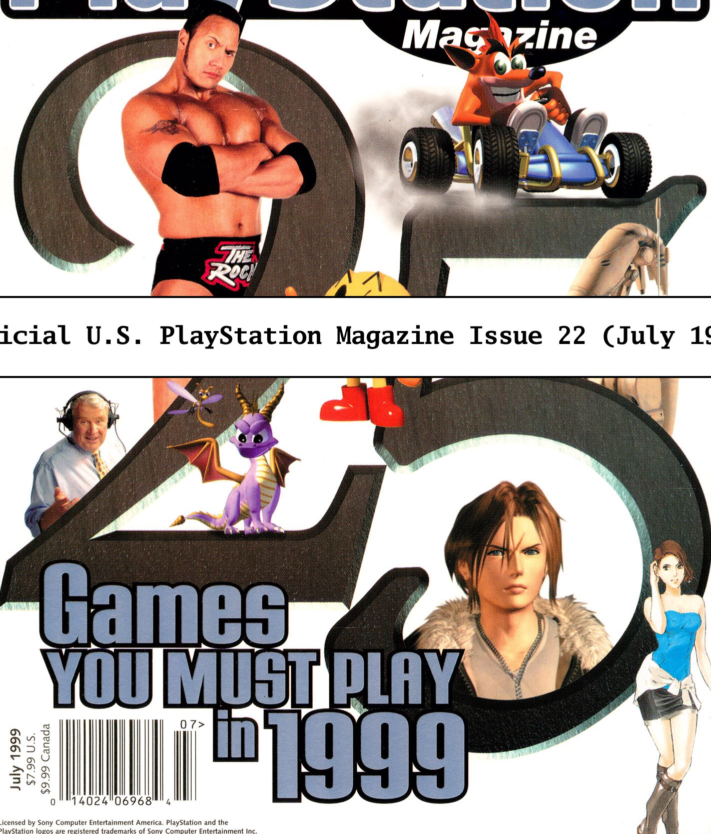
0 · Star Wars: Episode I The Phantom Menace · NFL Blitz 2000 ·

VOLUME 2
ISSUE 10

PlayStation

Official U.S. PlayStation Magazine

Official U.S. PlayStation Magazine Issue 22 (July 1999)



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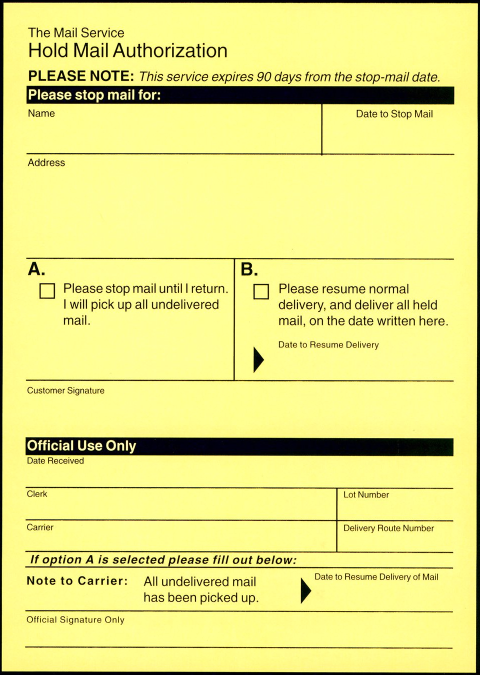

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet. Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

Ashton
Precis
Chisato
Dias

There are countless routes to travel through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

Port Hilton

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EVERYONE
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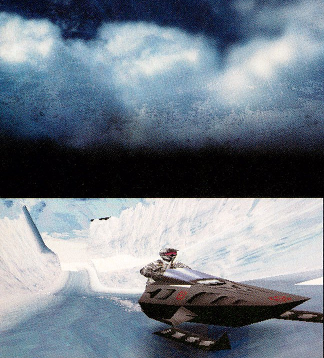
Heads up, nature boy

Sledneck *(above)* spoils summit conquest:

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admire the landscape and you'll be buried in it.



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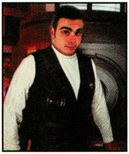
Editorial

A few unofficial words from the official editor-in-chief



This magazine can't take this rambling much longer, Cap'n—you'll fly her apart at the seams!

One Editorial To Beam Up, Sir

While there weren't any earth-shaking PlayStation announcements at the Electronic Entertainment Expo, there were a lot of outstanding games. When I think back to the sort of stuff that impressed me in the first few years of the PlayStation's life and compare it with the kinds of wizardry I'm seeing now, it strikes me as amazing to see how well game developers manage to milk every last drop out of the system. And just when someone says the PlayStation can't be pushed any further, another development team proves them wrong.

As I was strolling across the E3 floor, I made a note of some of the games that seem to be squeezing every last bit of power out of the PlayStation's silicon. The effort put forth by the people that made these games reminded me of another relentless man who would stop at nothing to continually pull off feats never thought possible. For he would wring every last drop of power from the very place that people thought no more power existed. This man is Montgomery Scott, chief engineer of the U.S.S. Enterprise.

Scotty, as he was known by his friends, would undoubtedly be proud of these special games and the development teams behind them, so it is in his honor that I am now ready to announce which development teams are the recipients of my first annual Scotty Awards (quite frankly, there will probably never be a second, so enjoy these).

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Naughty Dog – These boys have come a long way since they made their console debut with the horrid Way of the Warrior on the 3DO. They've consistently pushed the PlayStation with their Crash Bandicoot games, and it appears that Crash Team Racing will continue this tradition.

Polyphony Digital – Motor Toon Grand Prix was forgettable, but Gran Turismo raised the bar for realism and aesthetics in racing games, and Gran Turismo 2 promises to jack it up even higher. Omega Boost isn't quite as ambitious, but it is one of the best-looking games (it's dizzyingly entertaining, too) on the PlayStation.

Capcom – They created the "survival horror" genre on the PlayStation, and it appears that they are evolving it with Resident Evil 3 and even redefining it with Dino Crisis.

Square – Here's the company that single-handedly made RPGs a mainstream genre on the PlayStation, as opposed to a niche one. They did it with the revolutionary Final Fantasy VII, and they're about to push PlayStation RPGs to new visual heights with Final Fantasy VIII.

Ham – Ham is good stuff. No one can deny that Scotty ate a lot of ham in his days tending the warp engines.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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Dale Strang

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by Marc Eckō

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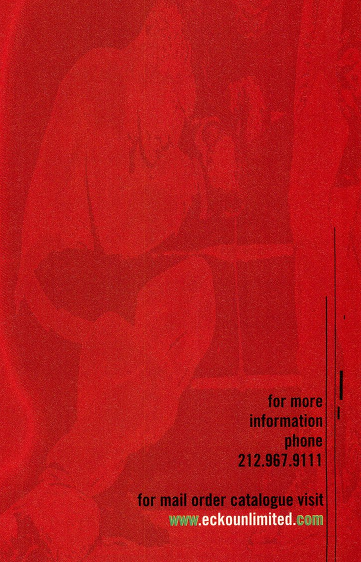

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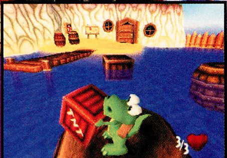
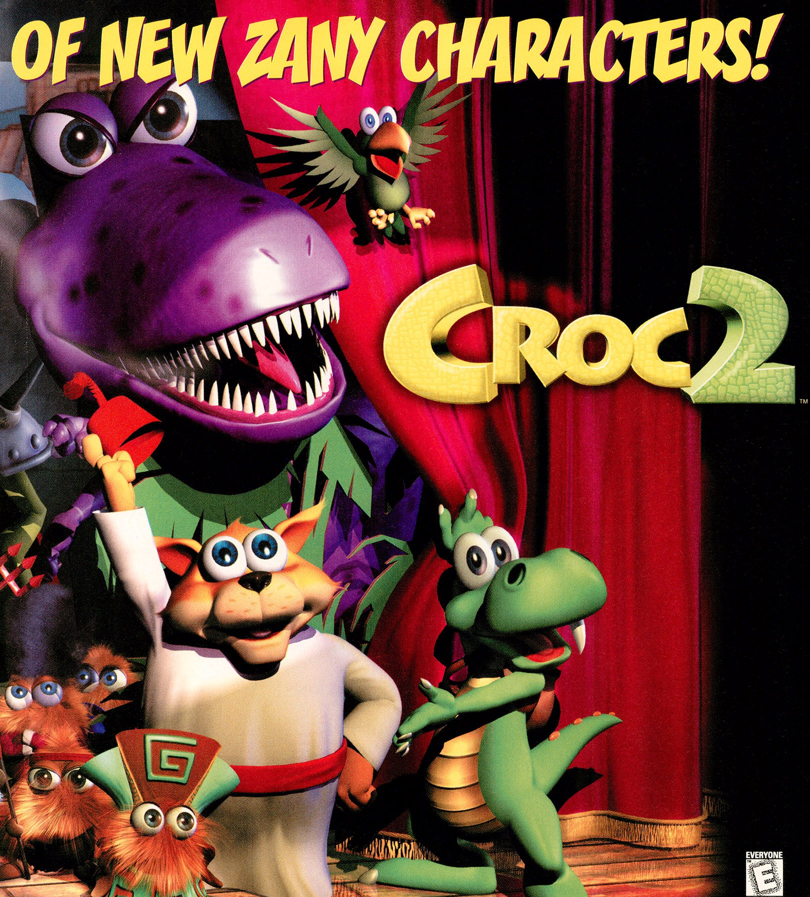
CROC'S BACK WITH A BUNCH

Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!

Croc hurries along pathways, and scurries below them.



Croc picks up and throws objects to discover hidden clues!



Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!

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spider6080@aol.com

"I love your magazine! It's the **best video game magazine** on the market"

Robert Jones
dohboy16@yahoo.com

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Why wrestling is bigger than ever...
and why the games for 1999 will help it kick ass for another year
To EGM, Congratulations on your 10 year anniversary. Love ya, Sable
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Metal Gear Solid Integral • Pokémon Stadium
Destruction Derby 3 • Donkey Kong 64
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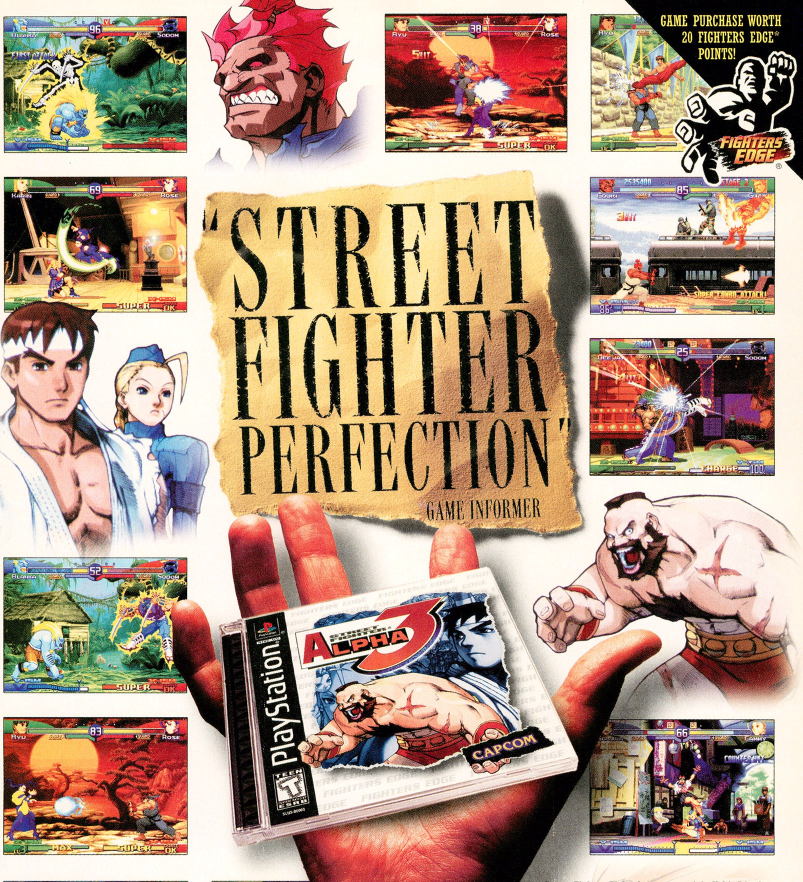
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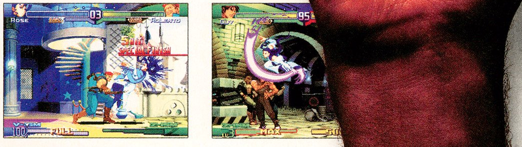

Street Fighter Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation game console... featuring all new enhanced modes of play, including 3 fighting styles for every character – plus the skill building, World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is.

CAPCOM

PlayStation

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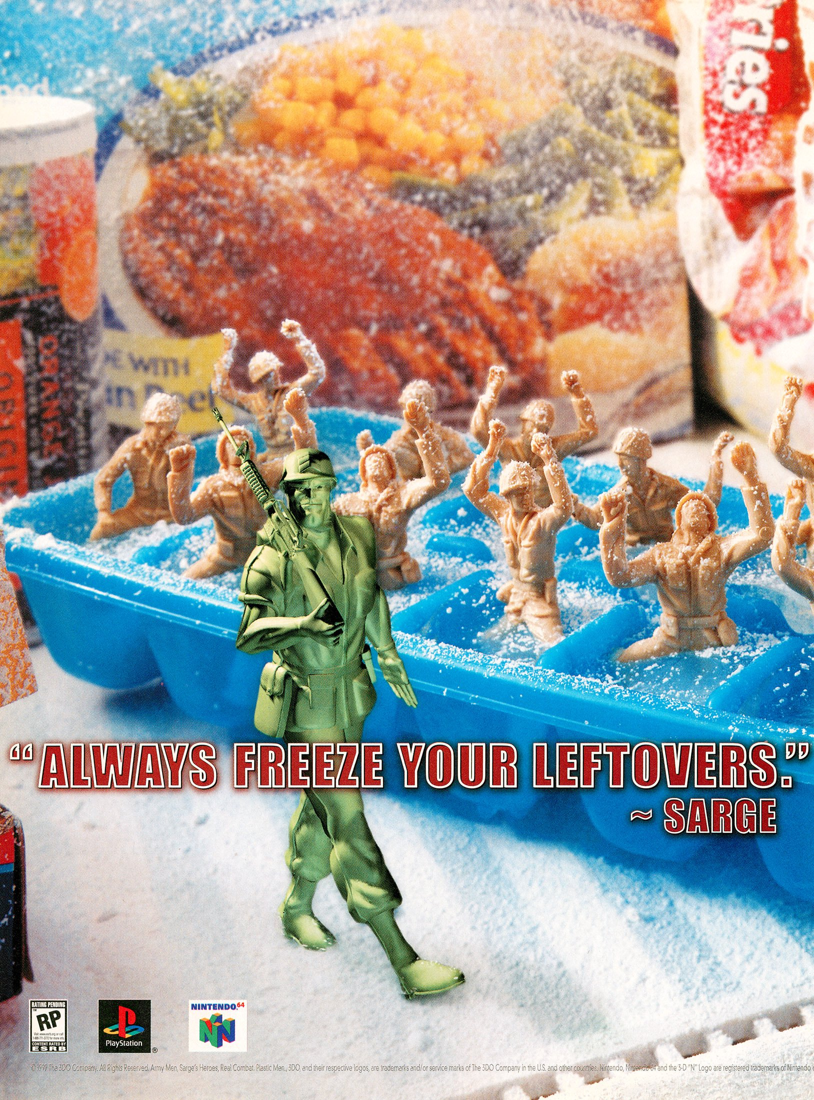
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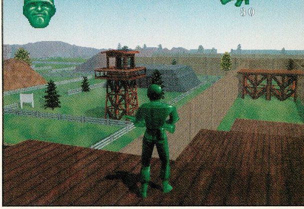

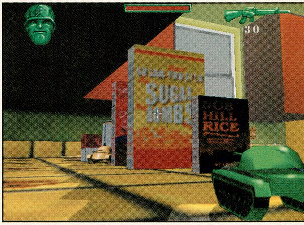
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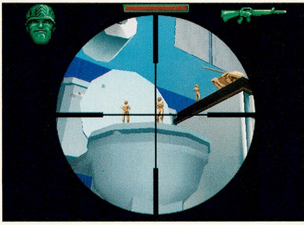

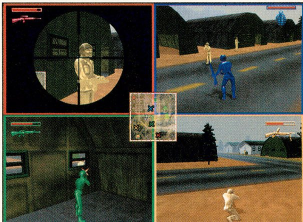

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PlayStation

Contents

25 Games You Must Play

Wondering what games to look forward to? Well, worry no longer—here's the definitive list of what you'll be playing in the days to come!

64

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Two cultures collide when we auction weird, cool and useless PlayStation stuff on eBay, the Internet's most infamous auction site.

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SF Alpha 3 Strategy

Your opponents will be stunned when you pounce on them with the moves we reveal in our blowout Street Fighter Alpha 3 strategy guide.

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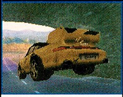
Need For Speed: HS



If you feel the need, the *need for speed*, check out our strategy guide on EA's fourth installment in the fast-paced racing game series.

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Readers express their views on violence and video games extensively this month, one reader gets metaphysical on us, and we find out if the *OPM* editors cheat when they review games.

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Previews

We take early looks at Metal Gear Solid: VR Missions, Tenchu II, Mortal Kombat: Special Forces, Ready 2 Rumble, Echo Night, Major League Soccer, Fisherman's Bait 2, Glover and Vandal Hearts II.

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This month we preview the Resident Evil look-alike Onimusha, Psychic Force 2, Cyberorg, Gungage and the latest in the Toshinden series, Toshinden Subaru.

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Tricks

Hit a home run every time at bat with our code for Triple Play 2000, get full power-ups for R-Type Delta, dress Solid Snake in a Tux, and get a turbo boost in Need for Speed: HS.

102

g.e.a.r.

Now that we've all seen the movie a couple times, let's look at the many toys inspired by the Star Wars universe, including the Darth Maul lightsaber and a Jabba the Hutt that pukes.

110

Demo Disc

Truly one of *OPM*'s best and biggest demo discs. Headlining the bunch is Sony's fabulous Ape Escape, in addition to the surprisingly good Tony Hawk's Pro Skater (complete with strategy!).

112

Great Fighters

The complete fighting game you've been waiting for is here, Fighter Maker. Finally you can have everything you've ever wanted in a fighting game-hard-hitting one or two player 3D action, an incredible arsenal of more than 800 moves, AND professional-quality design tools that let YOU create YOUR perfect fighter. If you've got every fighting move and combo down cold, start inventing your own! Fighter Maker puts you in total control of every frame of animation, body movement, and camera angle as you design your custom fighter from wireframe to unstoppable fighting machine. When you think you're ready, save your creation to a memory card and Kick Ass!

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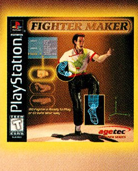

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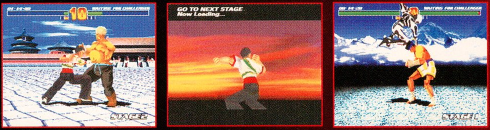
The complete 3D fighting game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Now Loading...
STAGE2
STAGE1

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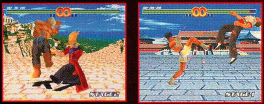
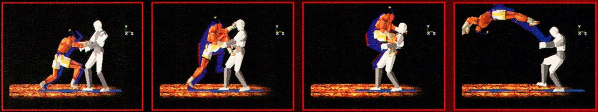
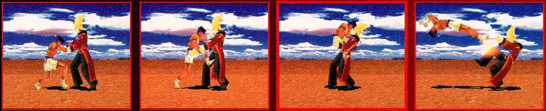

STAGE2
STAGE1

Select from 20 fighters and 20 deadly fighting styles from all over the world.

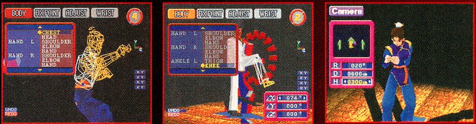
Create the Perfect Fighter



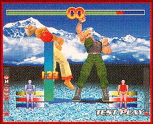
Professional-quality design tools to edit any move from the library or create cool new moves from scratch.



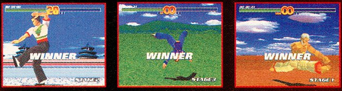
Fighter Maker comes with 800 moves plus moves that haven't been invented yet.


BODY
FIX POINT
ADJUST
WRIST
HAND L
HAND R
ANKLE L
CHEST
HEAD
SHOULDER
ELBOW
HAND
THIGH
KNEE
UNDO
REDO
Camera

Take complete control of every frame of animation, camera angle, button setup, sound and visual effect.



Use the test mode to fine tune your fighter's moves and A.I. for maximum damage.


WINNER
WINNER
WINNER

Design your personal victory pose.

Save to a memory card and Kick Ass!

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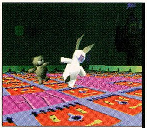
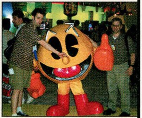
Caption Contest Winner



"Thrill Kill—after the censors." Congratulations to O.J. Lopez of Naperville, IL!

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the final Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 53.]

Letter of the Month

Dear OPM,

I just finished watching the interview of Sen. Sam Brownback (R-Kansas) on C-Span2 (4/29/99). During his speech, he was talking about video games that he thought were inappropriate for certain age groups, because they were putting thoughts into the minds of the players. I'm sorry, but I do not think that the video game industry is responsible for the killings at Columbine High School or any other school. It is the parents' responsibility for what their children do, watch or play. I am a 33-year-old police officer who plays video games and I found his comments unbelievable. I do not go out and kill someone after I play any video games, no matter what the theme of the game is. It is entertainment. Let's think about it—shouldn't the parents be aware of what is going on in the minds and lives of their children? I know what is going on in my kids' lives because I spend time with my children. My heartfelt sorrow goes out to the families of the students and teacher who lost their lives, but can the video gaming industry be blamed for this? I don't think so. ATTENTION: Parents, get your heads screwed on tight. Become involved in your kids' lives.

Lt. Greg Pellerin
Franklin Police Dept.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Tragic Consequences

[With the recent Kentucky lawsuit (see last month's News) and the outrage over the Colorado shootings, the issue of violence in video games has once again leapt into the public eye. What follows is but a small segment of the overwhelming reader response to these issues; clearly this is an important topic for gamers everywhere. —Ed.]

Dear *OPM*,

I'd just like to comment on the recent lawsuit that was filed against Hollywood and the video game industry by the parents of several students who were slain in a school shooting last year. While it is a horrible thing that occurred, this lawsuit is preposterous. To say this is the fault of anyone other than the boy who pulled the trigger is a bunch of bull. Video games and movies aren't meant to be baby-sitters, they're only entertainment. Parents need to stop blaming others and take responsibility for their children, teach them what's right and what's wrong, not just sit them down in front of the TV and hope they come out all right.

A. Annis
via the Internet

Dear *OPM*,

It saddens and sickens me that lately when people do bad things, they don't accept responsibility for it. I work with five-year-olds every day who will admit when they did something wrong, and even they don't always blame others for their misdeeds. So you can imagine how I feel when I read articles about how adults blame game companies for the ills of society. When parents say the industry is responsible for the actions of people doing harmful things, the parents are really saying that they don't have any influence on the children they brought into this world. We had better watch out or soon they may start suing pool builders for making swimming pools deep enough for people to drown in.

cameroncd@aol.com

Dear *OPM*,

I'm really sick of parents using video games as an excuse for their negligence! Come on, people! Give us more credit than that. We are smarter than to think that video games and real life are the same thing. We know that in real life you can't just "continue," and even if kids do think that, it's the parents' fault for not teaching their child the right thing.

Morgan Schermetzler
faith_dragon@hotmail.com

Dear *OPM*,

Why is it that every time a violent crime that involves kids happens, blame ends up on video games? I just saw a person on the news say that we buy video games just for the violence. In my mind this is crazy. I have not and will never buy a game just for the killing. The game would get old and boring because we play games for the story lines and the challenge, not just to shoot at things.

Mark Sperry
tom_servo232@yahoo.com

Dear *OPM*,

Games don't make kids go crazy. If anything, I think it's a good way to release anger.

"Hambone"
via the Internet

Dear *OPM*,

I just finished watching a 20-minute piece on *60 Minutes* (the TV show) about how violence in video games helped the kids in Colorado to develop the skills to kill, become desensitized to violence, and gave them the drive to kill. Although I would like to, I can't say this isn't true. There was one

we want your input!

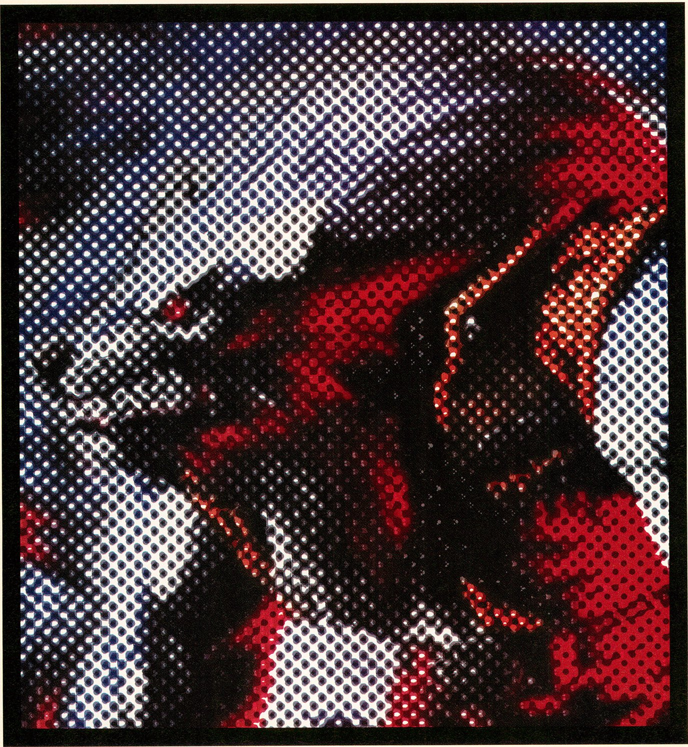
How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

Psychological Test #7—Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



☐ Yes, I see the ballerina. I also happen to wear my pants too tight.

☐ No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™ II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)

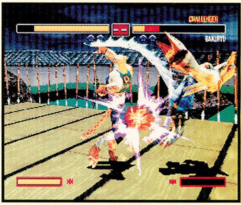


Fig. (b)

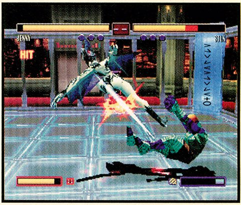
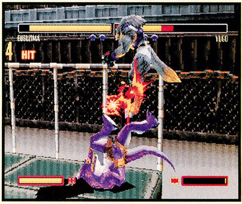


Fig. (c)



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Letters

A glimpse into the demented minds of our readers

Dear OPM, I checked out videogames.com today and saw a game called Metal Gear Solid Integral. The story said it will have 300 VR training levels on a separate disc, more costumes for Snake, and the ability to play the game in first-person view. IS THIS TRUE?
Andrew Lewkowicz
via the Internet

The good news is that this game is indeed coming out; the bad news is that it's slated for Japanese release only. But there is a consolation prize: Konami will be releasing the VR Missions as a standalone disc in the U.S. While it won't have the new modes added to the original game, it will offer some very cool original missions. Check out our "25 Games You Must Play" feature (beginning on page 66) for more info.

story of a 14-year-old boy who walked into his school with a gun where there was a prayer group of 35 people; he opened fire on the group of people in a large room. Out of the eight shots he fired, he made eight hits, 100% accuracy (with a pistol), five of which were head shots. This young boy played thousands of hours of video games, games like Doom and many others that developed what the interviewer on *60 Minutes* called "expert marksmanship." This 14-year-old boy was a better shot than most police officers would have been. Sure, it all boils down to what kind of person you are, but it is still hard to deny the fact that video games contribute to violent acts.
Daniel Zurbuchen
Vancouver, B.C.

Dear *OPM*,

I am an anthropology grad student and have done some research into the validity of video game violence and its effects on people, primarily children. It has been my experience that there is some form of influence of video games and other forms of popular culture on people—but what people do with this influence is up to them. Still, popular culture is only reflecting what is going on in our society. Culture isn't killing our children, WE ARE! Blaming video games and anything else accomplishes very little. Popular culture DOES affect us, but it is we who create it and have the power to change it.
Ken A. Allgood
Hattiesburg, MS

Dear *OPM*,

It's very easy to blame games for the ills of society, but the truth is, these problems were around before video games and they will be around after them.
Mike
monkeydung@usa.net

Dear *OPM*,

You see just as much violence on the news, if not more, than in any video game that I own. And you cannot possibly forget that a lot more violent things have happened in our history than Mortal Kombat and Quake. Anyone ever hear of the American Revolution? Tell me that that wasn't more gory and violent than video games.
Kyle Sherrod
doc_klaw@hotmail.com

Dear *OPM*,

As a teacher, my attention has been grabbed by the tragedy in Colorado. I, like everyone, want to know what can be done to help change the course of any youth who is driven to such extremes. But I feel that blaming items such as movies and video games is merely a way of finding an answer when none are readily available.

The question is, is it the fault of the material itself or its availability to the children? Why isn't there more parental involvement? My father bought me a bike for my seventh birthday and I remember how much I wanted those training wheels off. He said no, knowing I would fall and possibly hurt myself. Eventually he saw I could handle the bike and he took them off. Is this not the same for games and other leisure activities?

We owe it to our children and to ourselves to be more proactive in our lives and less reactive. Who knows, if parents were to take the time to play some of these games with their children, they might like them themselves and find one more commonality between themselves and their offspring. What better way to show acceptance and love than to spend time doing things with your children that they enjoy?
Rick W. Baker
RickWBaker@compuserve.com

It would be nice if there were an easy answer to this ongoing problem, but it's just not realistic to expect one, especially when even the group that's come under fire—the gaming community—has the diverse array of positions you see here. One thing, at least, we can all agree on, parents, politicians and gamers alike: This must stop.

On a Lighter Note...

Dear *OPM*,

After playing Triple Play 2000 for about five hours straight I discovered that nothing is as funny as hearing the announcer bellow out "Oh f--k, he crushed that!" At first I didn't believe what I heard but after a few more home runs I discovered that my ears did indeed not deceive me! What the heck is up with that?
Nate
lund0429@tc.umn.edu

Bottom 9th
Tony Gwynn
1 Out

What's going on over there at EA? First it's Tiger Woods and "The Spirit of Christmas" and now this...No, actually, Nate's naughty mind misinterpreted what he heard. We did our own research, and discovered that the announcer says, "Oh, Buck, he crushed that!" He's addressing the color commentator, Buck Martinez. BUCK. Sheesh.

A Question of Sprites

Dear *OPM*,

There has been a lot of talk about the PlayStation 2 and its amazing 3D capabilities. However, I've noticed that there have been no demonstrations of what it can do with good old 2D sprites. Will the PS2 be able to make extremely oversized 2D characters for fighting games? What about 60 frames of animation per second in 2D?
A. Lee
via the Internet

Fluid 2D animation is more a function of memory than of processing power, and the PS2 is expected to have a hearty 32 MB of RAM. So we think it's fair to expect its 2D performance to be every bit as exceptional as its 3D.

Metaphysics 101

Dear *OPM*,

Age-old question: If a Genome Soldier tripped and fell in the tank hangar when no one was around, would it make a sound? A friend of mine and I wonder how much of a game is alive and running while we are playing. We propose the following theories, hoping you can lead us to enlightenment:

Rossian Virtual World Theory: If Solid Snake is standing outside in the snow watching a Hind-D, there are still guards wandering around in the tank hangar, as the PlayStation keeps track of the entire MGS world so that it is active when the player arrives.

Jeffrian Player Spring of Life Theory: As Lara Croft stands in the jungles of India the PlayStation is only concerned with her immediate environment. As the player moves, the Tomb Raider world springs to life as he or she comes in contact with it.

Who is right? Surely one of your sages can help us.

Jeff Rayborn and Ross Mills
Lumberton, MS

Though it may sound very metaphysical, in the case of video games this old question is easily resolved. Most games (though there are limited exceptions) more closely follow the "Jeffrian" cosmology; because of memory constraints, most games only keep track of information that directly affects the player at any given time. In other words, if no one is around, there is no soldier to trip over himself in the first place.

Cheaters Never Prosper

Dear *OPM*,

Do you guys use cheats to beat the games you review?

Cory McKie
sephiroth0012@hotmail.com

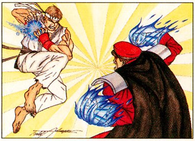
That's a good question, Cory, and the answer is no—at least in the vast majority of cases. Although many companies will include developer cheats to help us see more of the game, we feel these end up giving us an inaccurate representation of the actual game. The only exception would be in the case of a game that is significantly changed for the better by using a code. In this case, we'd explain in the review how it affects the game—and tell you how to do it yourself!

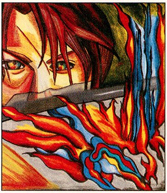
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

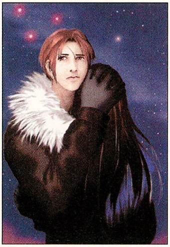
Reader Art: Sanitized for Your Protection

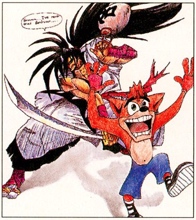
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!

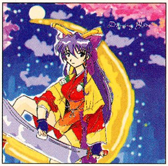
Check out this month's artists (clockwise from right): Todd Adamson, Sandy, UT; this month's winner, Stephanie Mayne, Toronto, Ont.; Elaine Cardenas, Whittier, CA; Peter Yim, Bethesda, MD; and Wen Yu Li, San Francisco, CA. Congratulations, everyone, and keep those submissions coming, folks!











Did you buy a copy of our magazine that did not contain a demo CD? Within 60 days from the time of purchase, simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

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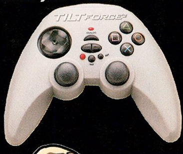

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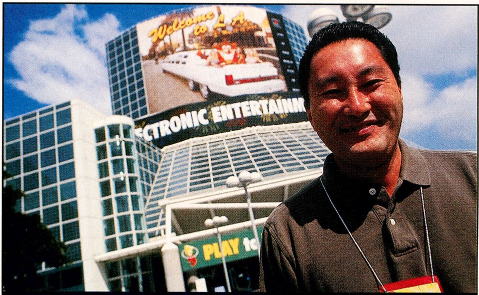
For up-to-the-minute gaming news, check out www.videogames.com

Third-Parties Pledge Support for PS2

With no new news from Sony at E3, quiet rumblings on PS2 took center stage



Kaz Harai, president of Sony CEA, knows what's in store for PlayStation 2.

Going into this year's Electronic Entertainment Expo, most of the industry thought that Sony would have a few tricks up their sleeve saved up for the show, but apparently they're content to hold their cards close to the vest for now.

Among the rumored announcements were a PlayStation system price drop to $99, PocketStation release date details, and perhaps more official details regarding PlayStation 2. But that list turned out to consist of nothing more than rumors, for now at least.

Although there were no official announcements regarding the PlayStation 2 at E3, third-party companies were quite vocal (sometimes unofficially) about their support for Sony's new system, and we were all too happy to listen.

PlayStation 2 Watch

Capcom has told members of the Japanese press that work on the next installment of their popular RPG series, **Breath of Fire 4**, has begun for Sony's next machine. Capcom bigwig Yoshiki Okamoto mentioned that it will be a massive undertaking, and will likely make use of the PlayStation 2's network capabilities.

From Software, whose animated skeletons demo was among the few shown when the PlayStation 2 hardware was first revealed, has confirmed that both **King's Field 4** and **Armored Core 2** are under development and should be available close to the PS2's Japanese launch. Previous versions of these games are currently available for the PlayStation.

Midway has signed **7 Studios** to a three-game, six-year deal that's confirmed to include PlayStation 2 games, the first of which will be a real-time strategy game. The development team features Eric Yeo, known for his work on the popular Command and Conquer real-time strategy games at Westwood Studios.

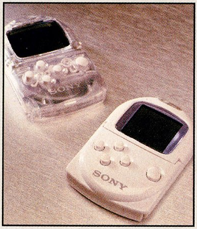
Japanese developer Genki announced that it has started working on games for the PlayStation 2. Their first title is expected to be the latest in the **Shutokou Battle Racing** series (currently on the PlayStation).

On a related note, U.S. developer and publisher Crave Entertainment, which publishes many of Genki's games outside of Japan, recently hinted at a sequel to their RPG **Shadow Madness**, possibly for Sony's next-generation PlayStation. In a recent online chat event, Crave's vice president of internal development, Ted Woolsey, stated that the company is "already in the early stages of working on concepts for a sequel," and that they are "talking with the design team and we are excited about the prospect of making a PlayStation 2 game."

A bigwig at 3DO has announced strong support for the PlayStation 2 by saying, "We plan to be one of the largest third-party developers for the platform. Definite plans are in place concerning our lineup, but these are obviously not yet announced." Sure, but if we had to guess it's something to do with **Army Men**.

A Tecmo spokesperson said that a **Ninja Gaiden** game is in the works, and should be ready for the PS2's U.S. launch. The decision to make the game, which has been in development a couple months already, was in response to the U.S. gamers' overwhelming demand for it. Currently the title is listed as U.S. only.

PocketStation In Peril?



The prospect of the PocketStation arriving in the U.S. anytime soon looks bleak. The buzz at E3 was that the PlayStation visual memory card/PDA peripheral would not arrive in the States at all, despite support for the device already being programmed into various titles.

When asked about these rumors, a Sony spokesperson confirmed that "the PocketStation will not be coming to the U.S. this year," adding that the reasoning was "Sony has had troubles filling demand for the product in Japan" and that having enough produced for both territories—U.S. and Japan—would be difficult. The spokesperson did leave open the possibility of its arrival in 2000.

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PocketStation Delays

THE FACTS: Sony has confirmed that the PocketStation will not arrive in 1999.
THE RUB: Although they left open the possibility for its arrival in 2000, it doesn't make much sense to launch this peripheral less than a year (fall of 2000) before the projected U.S. release date of the PlayStation 2. Sony is rumored to be working on a second incarnation of the PocketStation, and waiting for that product to be completed (right in time for PS2) makes much more sense. This is all educated speculation, however.

EA Readies For The Next Generation

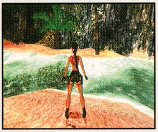
THE FACTS: EA has PlayStation 2 developer kits and is already planning to make PlayStation 2 games.
THE RUB: After NFL GameDay arrived first on PlayStation and gave Madden a really hard time, you can bet that EA wants to be more prepared this time. It wouldn't be surprising to see Madden ready when, or shortly after, the PS 2 launches. 989 Sports also has the same plan, however.

Kojima Seeking Help

THE FACTS: Konami Japan's Web site is requesting job applications for programmers, graphic designers and sound editors to work on the "Next Generation" Metal Gear and one other unannounced game.
THE RUB: Are you thinking what we're thinking? That's right—PlayStation 2 baby! But are want-ads really the right way to go about finding new employees? After all, if we could find it, you never know what kind of sick, twisted Metal Gear Solid fans might have also seen it, and could currently be planning to dress up like Solid Snake, and stalk Mr. Kojima at the next Tokyo Game Show until he signs my copy of the limited edition import version!! Er, that is, his copy of the import. The freaky fan's, we meant. Nevermind.

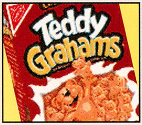
Fourth Time's the Charm?

THE FACTS: OPM has learned this month that new installments in both the Tomb Raider and Twisted Metal franchises are in the works.
THE RUB: Tomb Raider 4 and Twisted Metal 4 are guaranteed blockbusters that will sell regardless of their quality, but both TM3 and TR3 were a step back in terms of quality. Hopefully, Eidos and 989 can turn things around and remind everyone why these titles got famous in the first place.



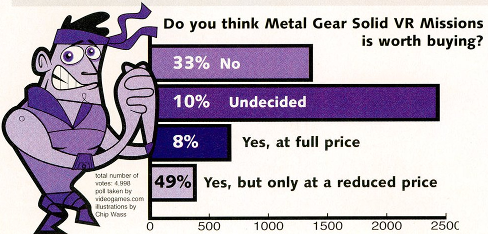
Writing Better Games?

THE FACTS: Michael Crichton's newly formed game company Timeline has struck a deal with publishing juggernaut Eidos. No titles have yet been announced, and the first game is not expected until sometime later next year.
THE RUB: Well, Crichton's Jurassic Park has already been made into a game—several games, in fact, and most of them have been about as fun as watching the movie adaptation of his book Sphere (that's about as fun as cleaning monkey cages, for those of you who haven't seen it). If Eidos and Timeline can do a better job, we gladly welcome them.

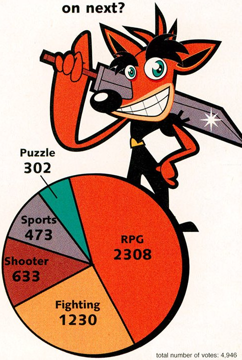


Bear Bashing

THE FACTS: Sony Computer Entertainment America and the Nabisco have joined forces for a contest where you can win PlayStation consoles, games, and the "grand prize"—a visit from the giant "thrills on wheels" trailer, a 68-foot monster, filled with PlayStation game kiosks and tasty Nabisco snacks and cookies.
THE RUB: Personally, we already have plenty of PlayStations and games, but we wouldn't mind winning the contest just to get close to those dancing bears from the Teddy Grahams commercials—and then beating them to hell.



total number of votes: 4,998
poll taken by videogames.com
illustrations by Chip Wass



total number of votes: 4,946
poll taken by videogames.com

Top 10

Japan's Top 10-Selling PlayStation Games

May sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Omega Boost** Sony CEI – Action
2. **Dance Dance Revolution** Konami – Misc.
3. **Simple 1500 Series Vol. 10 The Billiards** Culture Publishers – Sports
4. **World Stadium 3** Namco – Sports
5. **Bust A Move 2** Enix – Misc.
6. **Saga Frontier 2** Square – RPG
7. **Super Robot Wars F** Banpresto – Str/RPG
8. **Tokyo Magic School** Asmik Ace – RPG
9. **Final Fantasy VIII** Square – RPG
10. **Devil Summoner Soul Hackers** Atlus – RPG

U.K.'s Top 10-Selling PlayStation Games

May sales rankings courtesy of *ChartTrack*:

1. **Ridge Racer Type 4** Namco/Sony – Racing
2. **Metal Gear Solid** Konami – Adventure
3. **FIFA '99** EA Sports – Sports
4. **Crash Bandicoot 2** Sony – Action (Platinum)
5. **Tomb Raider 2** Eidos – Adventure (Platinum)
6. **The Rugrats** THQ – Action
7. **Civilization 2** Activision – Strategy
8. **A Bug's Life** Disney/Sony – Action
9. **Warzone 2100** Eidos – Strategy
10. **TOCA 2 Touring Cars** Codemasters–Racing

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

DIRECTOR'S CUT

GRAND THEFT AUTO + GTA: LONDON 1969*

TWO GAMES, TWO COUNTRIES,
NO RESPECT FOR THE LAW!

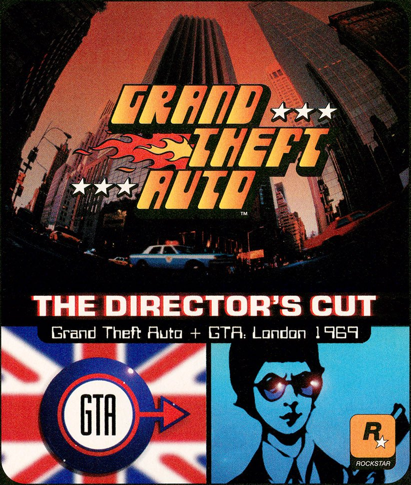
Play the games they've tried to ban.

For less than the price of a normal game, become part of gaming history. Let multi-award winning Grand Theft Auto take you on every classic car chase you've ever seen, as you prove you're one bad mutha. Blaze your own trail across urban America. "Borrow" any car, go anywhere, shoot anything.

Then take a trip to swinging London in 1969. Prove you have the criminal skills to dominate on two continents. Big Ben, Buckingham Palace, The Houses of Parliament, Car Jacking, Gun Running, and Grievous Bodily Harm.

Sounds like a great vacation.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★


GRAND ★★★ THEFT ★★★ AUTO™
THE DIRECTOR'S CUT
Grand Theft Auto + GTA: London 1969
GTA
ROCKSTAR

* GTA: London 1969 is an add-on disc for Grand Theft Auto.

"Makes Boyz N the Hood seem like an After School Disney Special" -CNN

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PARENTAL ADVISORY EXPLICIT CONTENTS

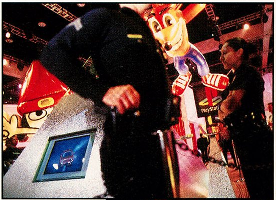
MATURE M CONTENT RATED BY ESRB

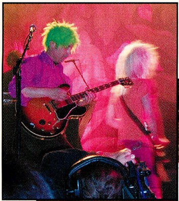
PlayStation®

ROCKSTAR

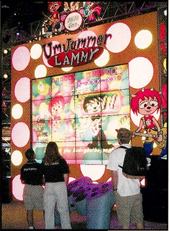
Visions of E3

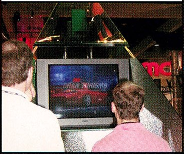
If you thought E3 was only about games, you're sorely mistaken. The show is actually about game companies vying to see who can spend the most money on outrageous booths, insane parties and big-name celebrities. Here you see but a small sampling of the show madness, from the heavily guarded PlayStation 2 exhibit to the lavish Sony soiree featuring Beck. We wish you all could have been there with us, but these photos will have to suffice.

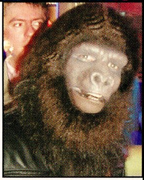




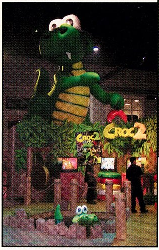
Beck's guitarist (left) auditioning for a spot in the sequel to UmJammer Lammy (right).

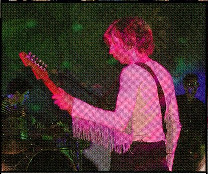






Dr Zaius (above) was visibly upset by all the human-on-ape violence depicted in Ape Escape.





Above: Beck feels right at home among all the losers at the Sony bash. Right: "Hey Mr. Nemesis Guy—you da man!" "No! *You* da man!"

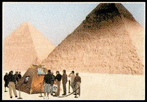
things we think we think this month

1 **EA Sports already has solid plans to do PlayStation 2 games. They're hoping John Madden stays alive long enough for the ride.**

2 **Midway announced a PlayStation version of the arcade-action sports game, NBA ShowTime. It's only a matter of time before 989 Studios announces NBA Xtreme.**

3 **The PlayStation version of The Phantom Menace has been postponed after all. Apparently the Force wasn't strong enough with those developers.**

4 **The PlayStation 2 was housed inside a huge silver pyramid on the E3 show floor. After E3 it will be flown to Egypt, where it will replace those boring stone pyramids as a Wonder of the World.**



5 **A short PlayStation 2 Silent Hill demo was shown before the extravagant Sony party that featured Beck. Nothing warms a crowd more than a good dose of blood and gore.**

6 **It has been said that only a few game companies will be able to properly harness the power of PlayStation 2 in the beginning. And the company that made Irritating Stick isn't one of them.**

7 **Eidos is rumored to already have Tomb Raider 4 in the works. And we thought the exploitation of women had been outlawed.**

8 **THQ has signed an agreement with the Professional Rodeo Cowboy Association to publish PlayStation pro rodeo games. A hopscotch license can't be far off.**

9 **Konami signed a deal with Microsoft to bring Microsoft titles to the PlayStation. We can't wait for Windows 98.**

10 **We would never sell the REAL Professor Pickles, for any price.**

Game Face

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E
CONTENT RATED BY ESRB
Requires Dual Shock™ analog controller.*

It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.

***Analog mode only. May not function or performance may vary with other controllers.** PlayStation and the PlayStation logos are registered trademarks of Sony Computer

APE ESCAPE™

You better get them before they get you.

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Need For Speed: High Stakes ●●●●◐

Publisher: EA **Last Month:** – **Genre:** Racing **Release Date:** Mar. 1999

Pink slips, draggin' down the strip, hot pursuit (no, we're not talking about Dennis Rodman's latest fantasy)—get all that and more in this topnotch racer.

2 Triple Play 2000 ●●●●◐

Publisher: EA **Last Month:** – **Genre:** Sports **Release Date:** April 1999

The *OPM* editors have been playing the heck out of this one, which may be the winner of the pennant race for best baseball game of this season.

3 Syphon Filter ●●●●○

Publisher: 989 **Last Month:** 1 **Genre:** Action **Release Date:** Feb. 1999

With Metal Gear Solid finally out of the top five, Syphon Filter is poised to take over as the top-selling action espionage game.

4 MLB 2000 ●●●●○

Publisher: 989 **Last Month:** – **Genre:** Sports **Release Date:** Mar. 1999

Basically the same as last year's game, with a few tweaks here and there, MLB 2000 is still a worthwhile title—if you don't already own Triple Play 2000.

5 Army Men 3D ●●●○○

Publisher: 3DO **Last Month:** – **Genre:** Action **Release Date:** April 1999

It's not quite as glorious as it was in those halcyon childhood days, but playing war with little green plastic men sure is fun.

6 Legend of Legaia ●●●●○
Publisher: SCEA **Last Month:** – **Release Date:** March 1999

7 Frogger ●●◐○○
Publisher: Hasbro **Last Month:** 3 **Release Date:** Oct. 1997

8 Silent Hill ●●●●○
Publisher: Konami **Last Month:** 2 **Release Date:** Feb. 1999

9 Rugrats: Search for Reptar ●●●◐○
Publisher: THQ **Last Month:** 7 **Release Date:** Dec. 1998

10 Namco Museum Vol. 3 ●●●◐○
Publisher: Namco **Last Month:** – **Release Date:** Feb. 1997

11 Namco Museum Vol. 1 ●●●◐○
Publisher: Namco **Last Month:** – **Release Date:** Aug. 1996

12 Tomb Raider II ●●●●◐
Publisher: Eidos **Last Month:** – **Release Date:** Nov. 1997

13 Gran Turismo ●●●●●
Publisher: SCEA **Last Month:** 4 **Release Date:** May 1998

14 Crash Bandicoot 2 ●●●●○
Publisher: SCEA **Last Month:** 6 **Release Date:** Oct. 1997

15 Spyro the Dragon ●●●●○
Publisher: SCEA **Last Month:** 10 **Release Date:** Sept. 1998

16 NBA Live 99 ●●●●○
Publisher: EA **Last Month:** 9 **Release Date:** Oct. 1998

17 Tetris Plus ●●●◐○
Publisher: Jaleco **Last Month:** 13 **Release Date:** Oct. 1996

18 Reel Fishing ●●●○○
Publisher: Natsume **Last Month:** 19 **Release Date:** Oct. 1997

19 Rayman ●●●◐○
Publisher: Ubi Soft **Last Month:** 16 **Release Date:** Sept. 1995

20 Activision Classics ●●○○○
Publisher: Activision **Last Month:** – **Release Date:** Oct. 1998

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Final Fantasy VIII** This RPG has already set sales records in Japan, and will surely do the same here.
2. **Silent Hill** The psychological terror, rather than blood and guts, is what makes this game so compelling.
3. **Legend of Legaia** FFVIII may be on the horizon, but until then this one should tide over many RPG fans.
4. **Ehrgeiz** Not the deepest fighting game out there, but it's packed with enough extras to make it a must-have.
5. **Gran Turismo 2** It's a good year for racing fans, and it'll get even better when this sequel is released.
6. **WWF Attitude** Wrestling fans just can't get enough of those goofy, sweaty half-naked men.
7. **Metal Gear Solid** One of the pinnacles of PlayStation gaming, MGS remains a top choice for all gamers.
8. **Street Fighter Alpha 3** Maybe the best Street Fighter on the PlayStation, yet again proving 2D ain't dead.
9. **Resident Evil 3 Nemesis** Get ready for gore galore from the originators of the survival horror genre.
10. **R4: Ridge Racer Type 4** This game looks as good as it plays—smooth, fast and beautiful.

Josh Klees's Top 5

Our monthly contest winner's top five picks

1. **Resident Evil 3 Nemesis** Last month's feature sure must have whetted Josh's appetite for this one.
2. **Dino Crisis** The kids love those dinosaurs, especially when they grab hold and start ripping off limbs.
3. **Final Fantasy VIII** After all those horror picks, Josh will want to relax with a nice, engrossing RPG.
4. **The Phantom Menace** The (sales) Force will surely be strong in this game.
5. **Quake II** Another good call by Josh. Boy, our readers definitely have excellent taste in games.

Editors' Top 5

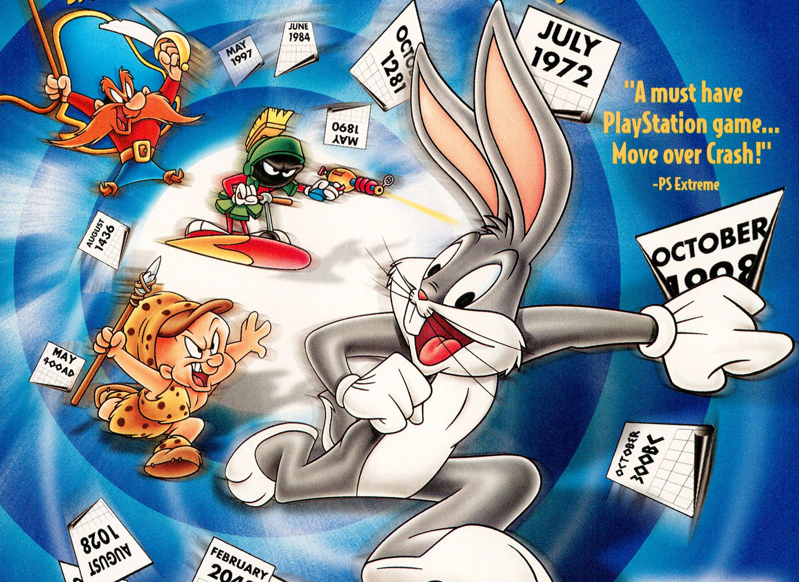
What we've been playing instead of working

1. **Ape Escape** Monkey business is the only business gettin' done around here due to this game.
2. **Lunar: SSSC** Everything old is new again—and even better—in this remake of the classic RPG.
3. **Omega Boost** It's just so...beautiful. Yet another masterpiece-in-the-making from Polyphony Digital.
4. **R-Type Delta** The latest chapter in one of the greatest shooter series ever has captivated the *OPM* staff.
5. **Star Wars: Episode I toys** The lightsaber duels have been fast and furious among the feuding *OPM* editors.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

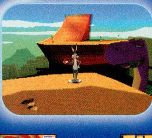
Source: NPD TRSTS Video Games, April 1999 (weeks one and two). Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Games for the Next Mil-Looney-Um!


JUNE 1984
MAY 1997
OCTOBER 1281
JULY 1972
MAY 1890
AUGUST 1436
OCTOBER 1998
MAY 400AD
OCTOBER 3008
AUGUST 1028
OCTOBER 1281
FEBRUARY 2048
JULY 3086

"A must have PlayStation game... Move over Crash!"
-PS Extreme

Hop into the Time Machine with Bugs!


Bugs visits the Stone Age!

BUGS BUNNY LOST IN TIME

PlayStation
BUGS BUNNY LOST IN TIME
RATING PENDING
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GO FROM THE HISTORICAL TO THE HYSTERICAL WHEN BUGS BUNNY™ TAMPERS WITH A TEMPERAMENTAL TIME MACHINE!

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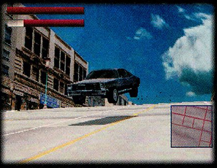
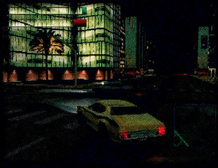
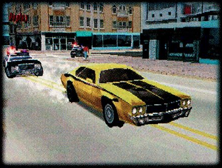


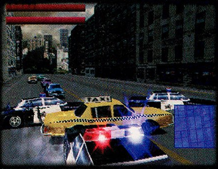
Hyper-realistic hubcap-popping
collision physics.



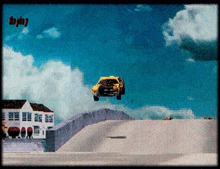
No tracks. Just 4 sprawling urban
downtowns from NY to San Fran.



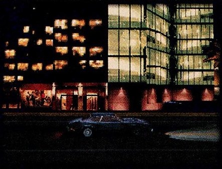
Getaway through real pedestrians,
traffic signals, traffic...and cops!



Mission-based gameplay plunges you
deep into a life of crime.



Film your own classic 70's car chase
using incredible Director-Mode



Surveillance. Tailing. Deliveries.
Heists. And serious 70's muscle cars.

PlayStation®

PC CD ROM

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Coming Soon

Compiled by Dan Peluso with a little help from Johnny Masthead

July

Bass Landing	Agetec	Sports
Driver	GT Interactive	Racing
Echo Night	Agetec	Adventure
Jade Cocoon: Story of the Tamamayu	Crave Entertainment	RPG
Shao Lin	THQ	Fighting
Silhouette Mirage	Working Designs	Action

August

Clock Tower 2: The Struggle Within	Agetec	Adventure
NFL Extreme 2	989 Studios	Sports
Quake II	Activision	Action
Soul of the Samurai	Konami	Action
Xena: Warrior Princess	989 Studios	Action

Future Releases

Ace Combat 3: Electrosphere	Namco	Action
Action Man	Hasbro Interactive	Action
Armorines	Acclaim	Action
Army Men: Air Attack	3DO	Action
Bust A Move 2: Dance Tengoku Mix	Enix	Misc.
Cat Dog	Hasbro Interactive	Action
Chocobo's Mysterious Dungeon 2	Square Electronic Arts	RPG
Colony Wars Red Sun	Psygnosis	Action
Crash Team Racing	Sony	Racing
Crusaders of Might and Magic	3DO	RPG
Daikatana	Eidos	Action
Danger Girl	THQ	Action
Demolition Racer	Accolade	Racing
Destruction Derby 3	Psygnosis	Racing
Die Hard Trilogy 2	Fox Interactive	Action
Dino Crisis	Capcom	Action
Dragon Quest VII	TBA	RPG
Dragon Valor	Namco	RPG
Dukes of Hazzard	SouthPeak Interactive	Action
Eagle One: Harrier Attack	Infogrames	Action
Fear Factor	Eidos	Adventure
FIFA 2000	EA Sports	Sports
Fighting Force 2	Eidos	Action
Final Fantasy Anthology	Square Electronic Arts	RPG
Fisherman's Bait 2	Konami	Sports
Flintstones Bedrock Bowling	SouthPeak Interactive	Action
Formula 1 '99	Psygnosis	Racing
Fox Sports Pro Basketball 2000	Fox Interactive	Sports
Gauntlet Legends	Midway	Action
Glover	Hasbro Interactive	Action
Grandia	Sony CEA	RPG
Gran Turismo 2	Sony CEA	Racing
Hot Wheels	Electronic Arts	Racing
Hydro Thunder	Midway	Racing
IS Internal Section	Square Electronic Arts	Action
Jackie Chan's Stuntmaster	Midway	Action
Jeff Gordon XS Racing	ASC Games	Racing
Jeremy McGrath Supercross 2000	Acclaim	Racing

Future Releases (cont.)

Jet Moto 3	989 Studios	Racing
Kingsley	Psygnosis	Action
Knockout Kings 2000	EA Sports	Sports
Konami Arcade Classics	Konami	Action
Konami Rally	Konami	Racing
Lego Racers	Lego Media	Racing
Macross Digital Missions VF-X 2	Bandai	Action
Madden NFL 2000	EA Sports	Sports
Major League Soccer 2000	Konami	Sports
Marvel's X-Men	Activision	Fighting
Metal Gear Solid VR Missions	Konami	Adventure
Missile Command	Hasbro Interactive	Action
Mission: Impossible	Infogrames	Action
Mortal Kombat Special Forces	Midway	Action
Motocross Madness	Psygnosis	Racing
NASCAR 2000	EA Sports	Racing
NBA In the Zone 2000	Konami	Sports
NBA Live 2000	EA Sports	Sports
NCAA Football 2000	EA Sports	Sports
NFL Blitz 2000	Midway	Sports
NHL 2000	EA Sports	Sports
NHL Blades of Steel 2000	Konami	Sports
NHL Championship 2000	Fox Interactive	Sports
Nightmare Creatures II	Activision	Action
Omega Boost	Sony CEA	Action
Omikron: The Nomad Soul	Eidos	Action
Onimusha The Demon Warrior	Capcom	Adventure
Pac-Man World 20th Anniversary	Namco	Action
Planet of the Apes	Fox Interactive	Action
Pong	Hasbro Interactive	Action
Q*Bert	Hasbro Interactive	Action
R-Type Delta	Agetec	Action
Railroad Tycoon 2	Rockstar	Strategy
Rayman 2: The Great Escape	Ubi Soft	Action
RC Stunt Copter	Interplay	Simulation
Re-Volt	Acclaim	Racing
Ready 2 Rumble	Midway	Sports
Resident Evil 3 Nemesis	Capcom	Adventure
Road Rash Unchained	Electronic Arts	Racing
Roadsters	Titus	Racing
Rollcage Extreme	Psygnosis	Racing
Saboteur	Eidos	Action
Saga Frontier 2	Square Electronic Arts	RPG
Shadowman	Acclaim	Adventure
Sheep	Empire	Strategy
Sled Storm	Electronic Arts	Racing
Space Invaders 3D	Activision	Action
Star Wars: Episode I Racer	LucasArts	Racing
StarCon	Accolade	Action
Suikoden II	Konami	RPG
Supercross 2000	EA Sports	Racing
Superman	Titus	Action
Tarzan	Sony CEA	Action
The Misadventures of Tron Bonne	Capcom	Adventure
Tiger Woods 2000	EA Sports	Sports
Tiny Tank	Sony CEA	Action
Tom Clancy's Rainbow Six	Red Storm Entertainment	Action
Tomorrow Never Dies	Electronic Arts	Action
Tony Hawk's Pro Skater	Activision	Sports
Too Human	Electronic Arts	Adventure
Toy Story 2	Activision	Action
Trick N' Snow Boarder	Capcom	Action
Twisted Metal 4	989 Studios	Action
UmJammer Lammy	Sony CEA	Misc.
Warpath: Jurassic Park	Electronic Arts	Fighting
WCW Mayhem	Electronic Arts	Action
Wild Water World Championships	Interplay	Racing
Wild Wild West	SouthPeak Interactive	Adventure
Wipeout 3	Psygnosis	Racing
Wu Tang	Activision	Fighting
You Don't Know Jack	Berkeley Systems, Inc.	Puzzle

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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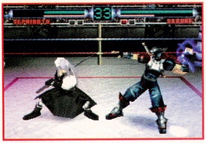
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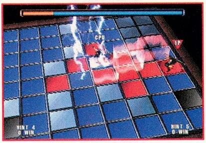
CPU
1P
HINT 4
0 WIN
HINT 5
0 WIN

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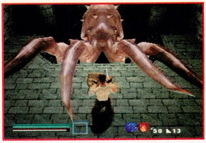

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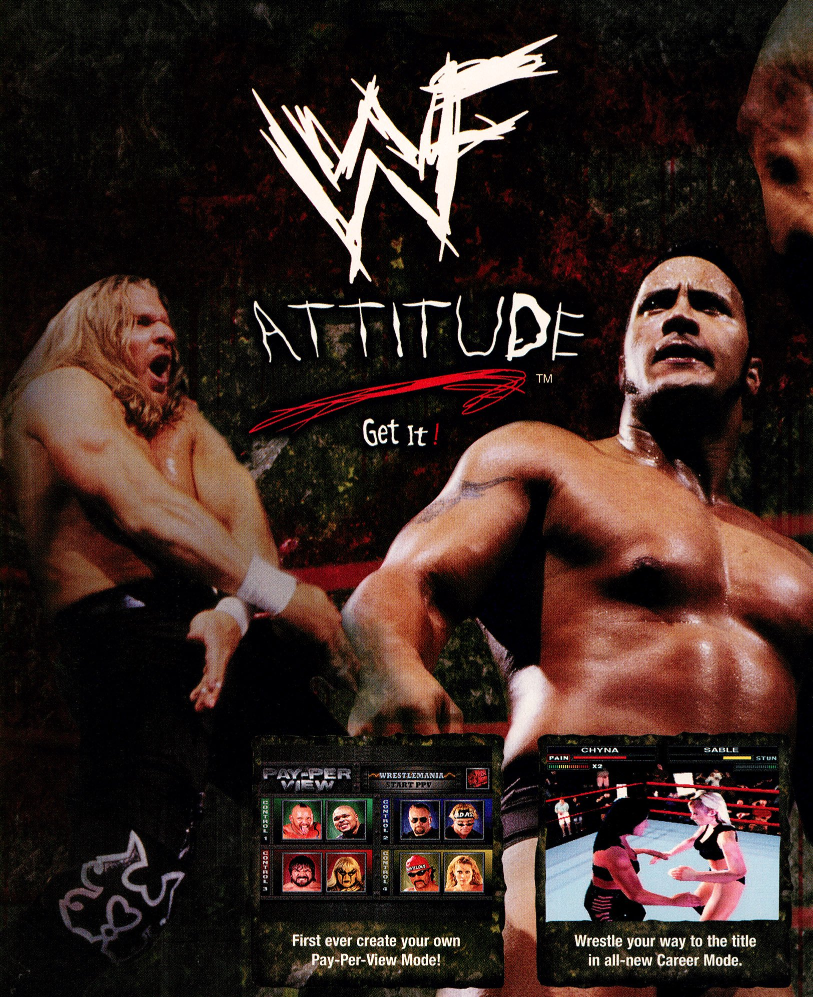
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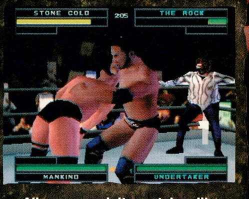
STONE COLD
2:05
THE ROCK
MANKIND
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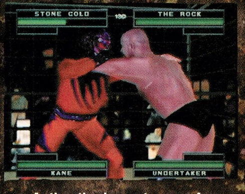
STONE COLD
1:30
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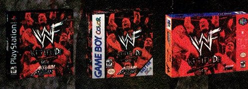

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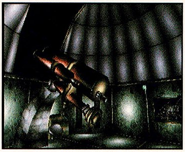
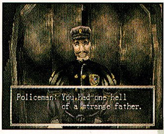
Theme: Adventure
# of Players: 1
Publisher: Agetec
Developer: From Software
Availability: Q3 99
URL: www.agetec.com



Echo Night

Embark on a time-traveling quest to free suffering souls



Policeman: You had one hell of a strange father.

"Strange father," eh? You're one to talk, Mr. Policeman, what with your goofy mustache and silly mug (above).

40

You'll have to interact with at least that many characters in your quest to free the lost souls of Echo Night.

It begins with a mysterious letter from Henry Osmond, your estranged father. The only item in the envelope is a small key—no note, no explanation.

Then the phone rings. It's the Anchor City police department, and they have some questions to ask you. Apparently your father's secluded house burnt down, and he's nowhere to be found. You're escorted to the charred house, and told to take a look around.

Thus starts a quest that will send you traveling back and forth through time, exploring varied locales like a ghost ship and an abandoned mine, and interacting with spirits from the past in order to help free their tortured souls.

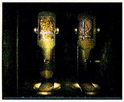
An adventure game in the classic mold, Echo Night takes place in a 3D first-person perspective, much like King's Field. And like many "classic" adventures, Echo Night is short on action and long on puzzle-solving and exploration. Indeed, action is almost nonexistent—unless you consider slowly exiting a room to avoid a wicked spirit girl to be a thumb-thrilling sequence.

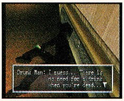
Puzzles are primary to the game, and they start off simply enough: find a key, then use it somewhere in the next room; or find a wire cutter to open a cabinet that's sealed with (you guessed it!) wires. As the game progresses, the puzzles do get a bit more challenging, with an occasional brain-buster thrown in. Overall, though, the puzzles seem designed mainly to move the story along and don't present too much of a challenge, at least in the stages we played.

The story itself is quite intriguing, especially in the way it unfolds. Mystery surrounds the events, and bits of information and background are slowly parceled out. As you open new areas, you'll encounter ghostly figures that need your help to salve their immortal torment. Often, you'll find yourself warped to new places and times to help these wistful undead find some small peace.

The graphics, however, are currently quite lackluster. All the environments are generated with real-time polygons—which you're constantly reminded of by the incessant polygon seams and grainy backgrounds. Some work on cleaning up the environments, and adding some other colors besides the oppressive browns and grays, would help bring a better polish to the game. Also unimpressive at this point are the voice-overs, almost all of which sound alike.

Still, with multiple endings, more than 50 puzzles and minigames, and a lush soundtrack, Echo Night has a lot to offer fans of these types of adventures. And with a bit more polish, the game has the potential to have many a gamer spending lost nights saving all those lost souls.

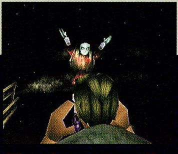


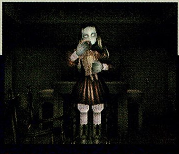


Drunk Man: I guess... There is no need for a drink when you're dead...

What shall we do with a drunken sailor?

One of Echo Night's many puzzles has you trying to mix the right spirits for the spirit of a dead sailor. It's only after he tastes the correct concoction that the ghost realizes the folly of turning to booze. A little late, no?

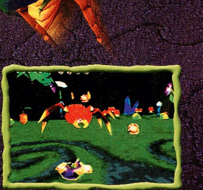


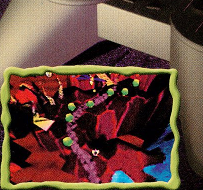


They're not evil—they just need love

You'll often find yourself facing ghastly ghosts who'll blast you with their otherworldly powers. Sometimes all you need to do is turn on a light to spook the spookies. Or try a little tenderness, like offering this young spirit her favorite doll.

PLAYSTATION INFESTATION





The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.

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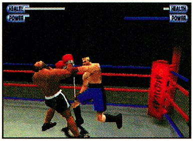
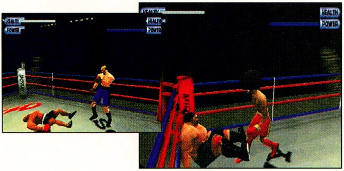
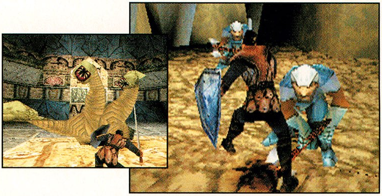
Ready 2 Rumble

Theme Sports	**Publisher** Midway
# of Players 1-2	**Developer** Midway
URL: www.midway.com	



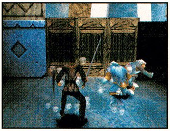
Midway has a penchant for making great action-sports games (Blitz, ShowTime), and this time they're applying it to this boxing title. Ready 2 Rumble seems to pick up where the popular Super Punch-Out!! left off: Crazy characters with exaggerated moves fight it out in a fast-paced slugfest. If you're not into serious and methodical boxing games such as EA's KnockOut Kings, this should be just the boxing game for you.



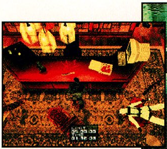


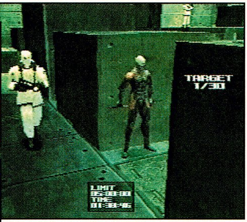
Crusaders of Might and Magic

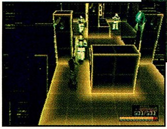
3DO is bringing the popular PC franchise Might and Magic to the console at last, and (perhaps not surprisingly) converting the traditional RPG into a 3D free-roaming action game that bears some resemblance to a medieval Tomb Raider. The story follows the adventures of a fierce swordsman taken captive by a horde of undead warriors. After he escapes from a stronghold, the adventure quickly unfolds, bringing him to widely varied locations throughout the world of Ardon, where he will do battle with loads of different monsters.



Theme Action	**Publisher** 3DO
# of Players 1	**Developer** 3DO
URL: www.3do.com	

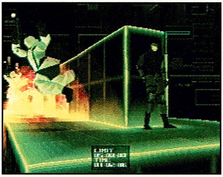






Metal Gear Solid: VR Missions

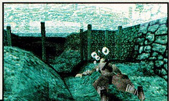
Remember the awesome training levels in Metal Gear Solid? Well this new addition has more than 300 missions in that same style, and this time you can even play as the ninja! Check out the 25 Games You Must Play feature for more info. Snake is back!

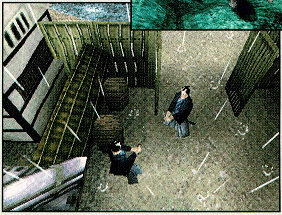


Theme Action	**Publisher** Konami
# of Players 1	**Developer** KCE Japan
URL: www.konami.com	

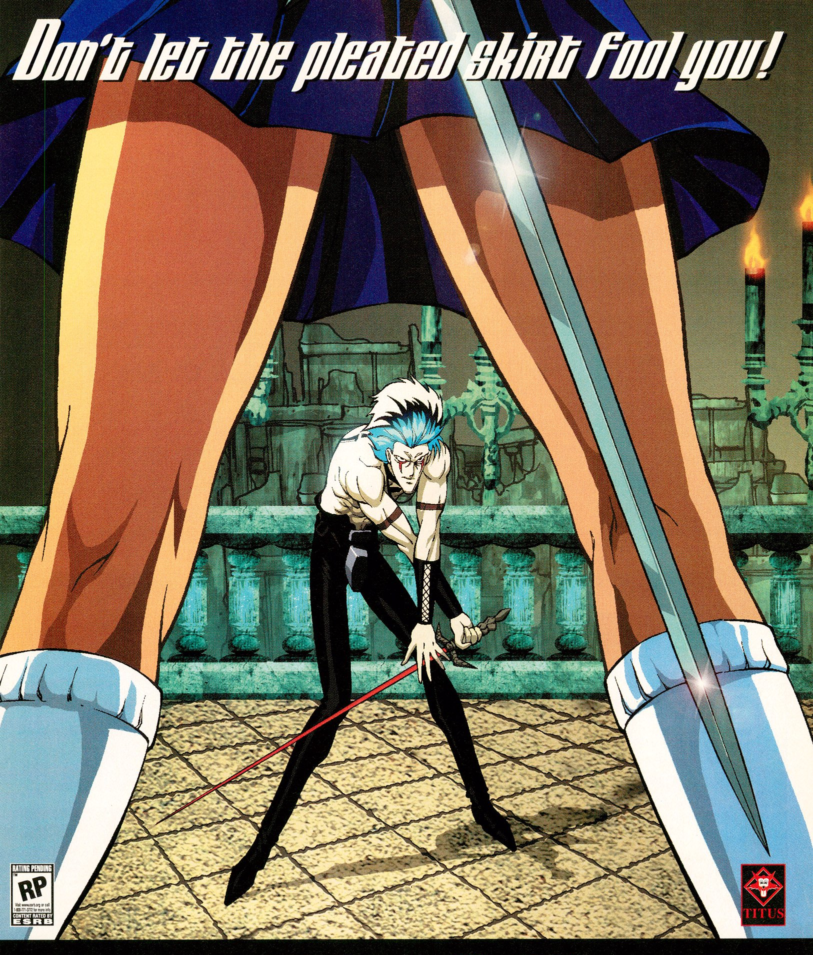
Tenchu II

Control three different ninjas in this prequel to Tenchu, one of the first PlayStation games to feature Metal Gear-esque stealth elements. This version includes a two-player mode, new weapons, a Training Mode and a Custom Mode that allows you to build your own levels.





Theme Action	**Publisher** Activision
# of Players 1-2	**Developer** Sony Music of Japan
URL: www.activision.com	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Evil Zone

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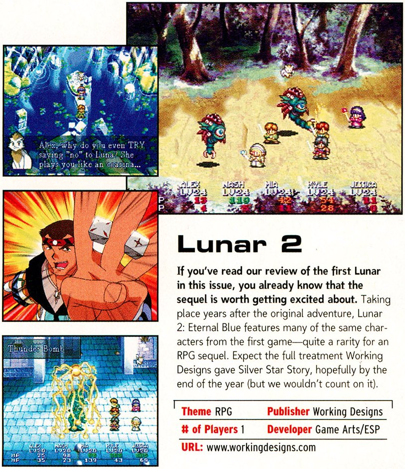
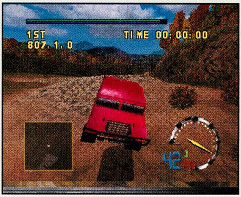

Alex, why do you even TRY saying "no" to Luna? She plays you like an ocarina...
ALEX
NASH
MIA
KYLE
JESSICA
Thunder Bomb

Lunar 2

If you've read our review of the first Lunar in this issue, you already know that the sequel is worth getting excited about. Taking place years after the original adventure, Lunar 2: Eternal Blue features many of the same characters from the first game—quite a rarity for an RPG sequel. Expect the full treatment Working Designs gave Silver Star Story, hopefully by the end of the year (but we wouldn't count on it).

Theme RPG **Publisher** Working Designs
# of Players 1 **Developer** Game Arts/ESP
URL: www.workingdesigns.com

Theme Racing **# of Players** 1-2
Publisher Accolade **Developer** Accolade
URL: www.accolade.com

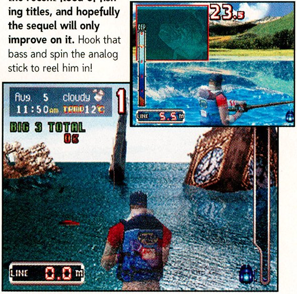


Test Drive Off-Road 3

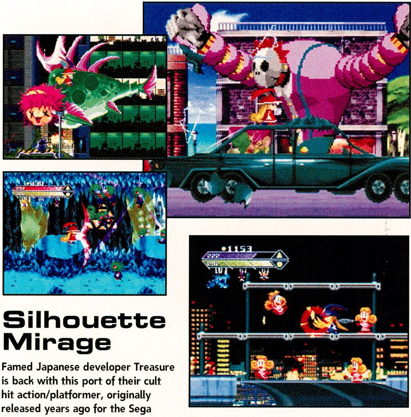
Accolade is speeding up their Test Drive Off Road engine and opening up the courses for a more authentic off-road experience. The game now includes lots more vertical movement: Racers will have to plow their way up incredibly steep hills (better pick a truck with traction!) and then cruise down the other side. Like every other Test Drive game since the beginning, expect lots of high-end automobile licenses, including the exclusive Hummer!

Fisherman's Bait 2

The original Fisherman's bait was possibly the best of the recent flood of fishing titles, and hopefully the sequel will only improve on it. Hook that bass and spin the analog stick to reel him in!



Theme Sports **Publisher** Konami
# of Players 1-2 **Developer** KCE Nagoya
URL: www.konami.com



Silhouette Mirage

Famed Japanese developer Treasure is back with this port of their cult hit action/platformer, originally released years ago for the Sega Saturn. Expect all the insane effects, stylistic graphics and huge bosses that made them famous when Silhouette Mirage is released this August.

Theme Action **Publisher** SPAZ/WD
# of Players 1 **Developer** Treasure
URL: www.workingdesigns.com

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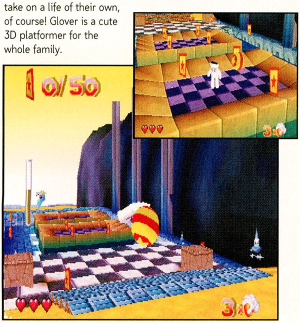
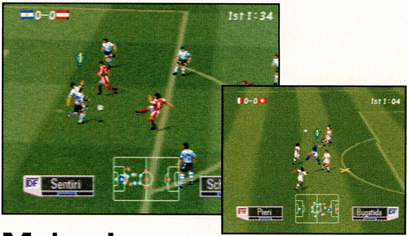
Glover

What happens when a wizard accidentally mixes the wrong potion with a pair of magical gloves? Why, they take on a life of their own, of course! Glover is a cute 3D platformer for the whole family.



Theme Action	**Publisher** Hasbro Interactive
# of Players 1	**Developer** Interactive Studios

URL: www.hasbro.com



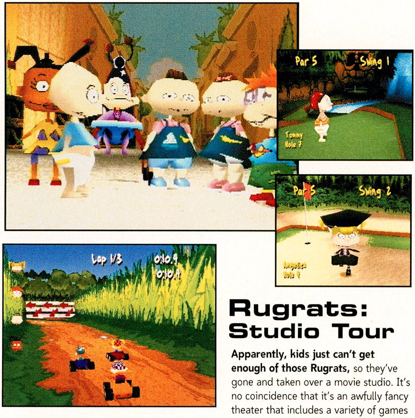
Major League Soccer 2000

For as long as Konami soccer games have been on the PlayStation, we have often said that all they need is a decent license. Finally, Konami is bringing over the latest of their soccer games (formerly known as International SuperStar Soccer), and has joined it with MLS players. As long as Konami keeps ISS's signature gameplay intact, this could definitely be one of the sleeper hit soccer games in the U.S. Keep an eye on this one.

Royd
Schtiger

Theme Sports	**Publisher** Konami
# of Players 1-2	**Developer** KCEJ

URL: www.konami.com



Theme Action	**Publisher** THQ
# of Players 1-4	**Developer** N-Space

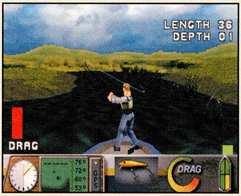
URL: www.thq.com

Rugrats: Studio Tour

Apparently, kids just can't get enough of those Rugrats, so they've gone and taken over a movie studio. It's no coincidence that it's an awfully fancy theater that includes a variety of games such as miniature golf, foot races, kart-style racing and something called "bonus activities." Hmmmmm.

Theme Sports	**Publisher** THQ
# of Players 1	**Developer** Paradox

URL: www.thq.com

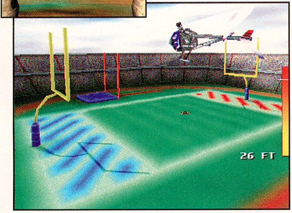


Bass Masters Classic: Champ Edition

THQ is evidently really serious about their fishing, as they have enlisted B.A.S.S. angler of the year, Roland Martin, to give you advice on trying to catch fish. You'll need it in this 3D fishing simulation that features loads of rods, reels, bait and ponds for you to dip your stick in. There's even a "Lure Cam" to put you right in the thick of things.

RC Stunt Copter

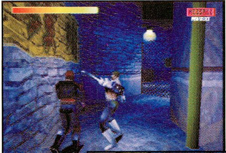
Shiny's long-awaited game of remote-controlled aerial antics is finally nearing release. The game will use the Dual Analog sticks to mimic the controls of a real RC copter, an excruciatingly realistic control scheme that may take a while for many gamers to get used to as they maneuver their way through a number of huge 3D obstacle courses.

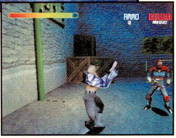


Theme Action	**Publisher** Titus
# of Players 1-2	**Developer** Shiny

URL: www.titusgames.com

Mortal Kombat: Special Forces





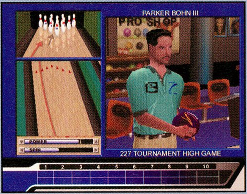
Tomb Raider meets Metal Gear Solid meets fatalities in this 3D action game. You can control either Jax or Sonya, each of whom have their patented fighting moves.

Theme Action	**Publisher** Midway
# of Players 1	**Developer** Midway

URL: www.midway.com

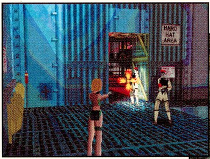
Brunswick Circuit Pro Bowling 2

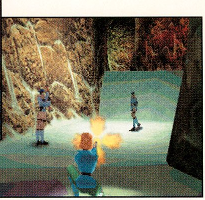
If anything, THQ can lay claim to the bowling game with the longest title. But if that's not enough, this game will have an improved bowler creation mode, more pro bowlers (including women), the ability to save replays and new play modes.



Theme Sports	**Publisher** THQ
# of Players 1-8	**Developer** Adrenalin

URL: www.thq.com



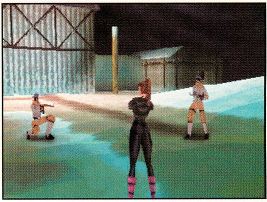


Theme Action	**Publisher** THQ
# of Players 1	**Developer** N-Space

URL: www.thq.com

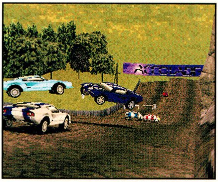
Danger Girl

Joining the ranks of comic books-turned-video games is Danger Girl, due this winter from THQ. The game lets players take control of one of three different Danger Girls as they combat the evil Hammer Organization. With varied modes of play (including driving segments) the game spans 16 levels in six different locales. With veteran developers N-Space at the helm, this may turn out to be quite a solid game.



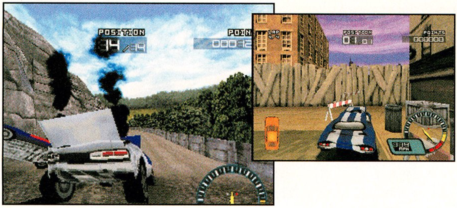
Demolition Racer

Accolade has enlisted the help of former members of Psygnosis' Destruction Derby team to help revitalize the genre of demolition racing. With a speedy, solid engine, this one places the emphasis as much on racing as on demolition, but just getting to the finish line ain't gonna cut it. Points are awarded based on the extent and placement of damage done to other cars, and the final position in the race is determined based on these points as well as how you finish. What's with all the games that reward players for wanton destruction?!



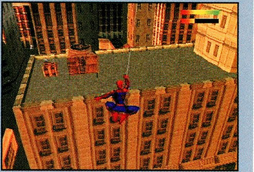
Theme	Racing	**Publisher**	Accolade
# of Players	1-2	**Developer**	Pitbull

URL: www.accolade.com



Spider-Man

In the brief demo that we saw of this game, Spider-man looked to be coming along quite nicely. The level shown let Spider-Man move along New York with the use of various types of web techniques. Most of the gameplay consists of Final Fight-esque beat-'em-up action, but hopefully the web play and climbing adds enough to give the gameplay a few hints of originality. Carnage, Venom and Doctor Octopus may well be among the baddies that you'll dispose of.

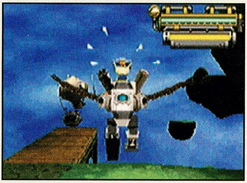


Theme	Action	**Publisher**	Activision
# of Players	1	**Developer**	Neversoft

URL: www.activision.com

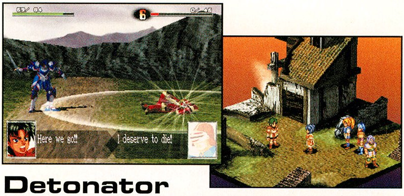
Tail Concerto

Atlus' new 3D adventure puts players in the role of a policeman named Waffle as he works to serve and protect the floating islands of Prairie from the wiles of the Black Cats Gang. Transportation is provided in the form of a goofy-looking mech suit with all sorts of mechanical gadgets and other items. We're actually a bit surprised that this uniquely Japanese title is making an appearance here, but then that's sort of what Atlus is for, isn't it?



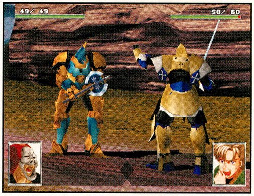
Theme	Adventure	**Publisher**	Atlus
# of Players	1	**Developer**	ADV

URL: www.atlus.com



Detonator Gauntlet

Working Designs' surprise game at E3 was this little-known gem from Japan, Detonator Gauntlet. Follow the exploits of Bastion as he struggles to defend his people against the outside forces that would see them destroyed. This 3D strategy RPG features fully rotatable battlefield maps, multiple viewing angles to watch combat unfold, and five possible endings for added replay value. Fans of Final Fantasy Tactics and just big robots in general take note!



Theme	Strategy/RPG	**Publisher**	Working Designs
# of Players	1	**Developer**	Human

URL: www.workingdesigns.com

A Jedi Knight must remain focused.
Mastery of the Force requires
that all unnecessary activities be
purged from daily life.

You're a Jedi aren't you? All Jed
Hmm... The Force is strong with
What are you building?
Can you help me find Watto?
Never mind.

I'm searching for a boy named Anakin. Do you know him?
My business does not concern you.

Stopa that! What, you think you're some kind of Jedi or something?
Jedi mind tricks don't work on me. Only money!

Could you possibly sell it for less?
Never mind.

carry lightsabers.
ou.

I have no money at the moment. I'm sorry
I can only offer these electrobinoculars. They are worth far more than the tickets, I can assure you.

I am looking for Watto. Do you know where I can find him?
If I have interrupted your preparations for the race, I do apologize.

What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going.

You're a Jedi aren't you? All Je
Hmm... The Force is strong with
What are you building?
Can you help me find Watto?
Never mind.

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If I have interrupted your preparations for the race. I do apologize.

What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going.

LucasArts Entertainment Company Presents
STAR WARS
EPISODE I
THE PHANTOM MENACE
THE ADVENTURE BEGINS

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace.* As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All–consuming? Yes. But then, there's no such thing as a part–time Jedi.

TEEN CONTENT RATED BY ESRB
PC CD
PlayStation®
LUCAS Arts®

www.lucasarts.com/products/phantommenace
www.starwars.com

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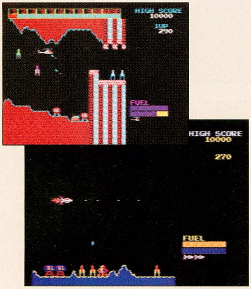
3D accelerator hardware required for PC version.

Konami Arcade Classics

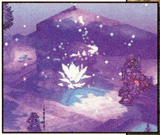
Time Pilot, Scramble, Super Cobra, Pooyan, Circus Charlie, Gyrus—if any of these names sound familiar, Konami has a treat in store for you. This collection of 10 classic Konami arcade games even includes the classic Yie Ar Kung Fu! Yes!



Theme Misc. **# of Players** 1-2

Publisher Konami **Developer** KCE Sapporo

URL: www.konami.com



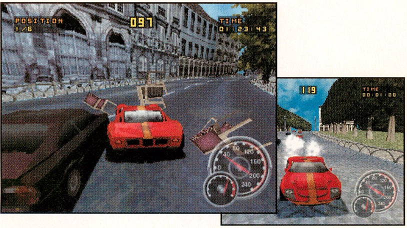
Vandal Hearts II

The sequel to the much-beloved (well, by one of us here, anyway) strategy RPG is finally on its way courtesy of Konami. This time the new "simultaneous turn-based system" lets the computer move at the same time as the player—gah! Part II also contains over 120 different weapons and armor, many with special secret moves hidden inside. Vandal Hearts II is due in November.

Theme Strategy/RPG **Publisher** Konami

# of Players 1 **Developer** KCE Tokyo

URL: www.konami.com



Test Drive 6

The newest installment in the venerable Test Drive series appears to be the best yet, with more detailed environments and car graphics as well as slightly more realistic physics—which is to say, no longer will the slightest nudge send racers careening end over end into the closest concrete wall. Improved cop AI will help keep things even more interesting.

POSITION
113
TIME

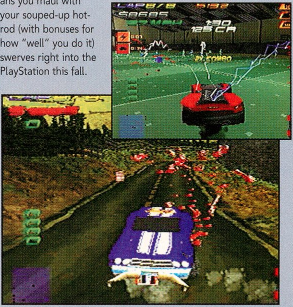
Theme Racing **# of Players** 1-2

Publisher Accolade **Developer** Accolade

URL: www.accolade.com

Carmageddon

Just pray the media doesn't notice this one. The game that awards points based on how many innocent pedestrians you maul with your souped-up hot-rod (with bonuses for how "well" you do it) swerves right into the PlayStation this fall.



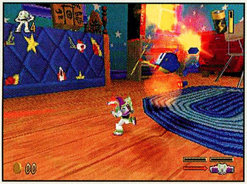
Theme Racing **Publisher** Interplay

# of Players 1-2 **Developer** Stainless, SCI

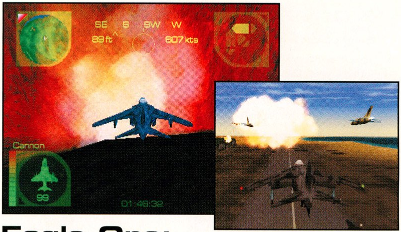
URL: www.interplay.com

Toy Story 2

The PlayStation version of the new Pixar film follows the adventures of Buzz Lightyear as he races through a huge 3D world in order to save his pal Woody from an overzealous toy collector. Along the way he'll need to use his laser beam (or is it just a flashing red light?) to fend off dozens of evil toys sent to block him from achieving his goals. At least he'll have his rocket pack to help him fly (or is it just falling with style?) out of danger.

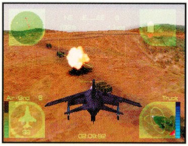


Theme Action	**Publisher** Activision
# of Players 1	**Developer** Disney Int.
URL: www.activision.com	

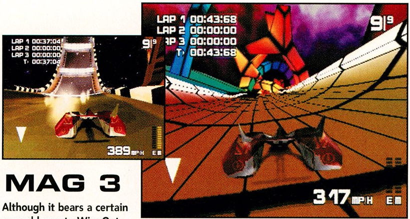


Eagle One: Harrier Attack

This arcade-style flight game includes 25 missions set in Hawaii (oh, yes, the great Hawaiian war), two-player co-op and head-to-head play (these are in split-screen), and plenty of dogfighting. You're a U.S. Marine fighting a group of terrorists who've taken over five Hawaiian islands. Each island has five separate missions, for a total of 25. You'll fly the Harrier, as well as an F-16 Falcon, an A-10 Warthog, the Raven Stealth Jet and a helicopter.

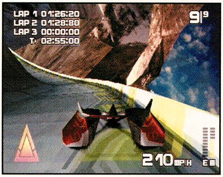


Theme Action	**Publisher** Infogrames
# of Players 1-2	**Developer** Infogrames
URL: www.infogrames.com	



MAG 3

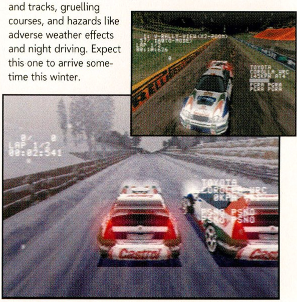
Although it bears a certain resemblance to WipeOut, MAG3 might just have what it takes to set itself apart. A supersmooth frame-rate along with some wildly twisting tracks and an interesting new control system where you activate magnets on your car to defy gravity and keep your speed up, make this one to watch.



Theme Racing	**Publisher** Crave
# of Players 1	**Developer** VCC
URL: www.cravegames.com	

Konami Rally

Though little is known about this new title (not even the name, as Konami Rally is listed in Konami press materials as a "code name"), you can expect a load of licensed vehicles and tracks, gruelling courses, and hazards like adverse weather effects and night driving. Expect this one to arrive sometime this winter.



Theme Racing	**Publisher** Konami
# of Players 1-2	**Developer** KCE Yokohama
URL: www.konami.com	

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Issue #1–$15

October 1997

PlayStation
GHOST IN THE SHELL
FINAL FANTASY

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force
non-playables: Tomb Raider II, NFL GameDay 98

☐

Issue #2–$10

November 1997

PlayStation

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell

☐

Issue #3– $10

December 1997

PlayStation
CRASH BANDICOOT 2

Cool Boarders Strategy

Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

☐

Issue #4–$10

January 1998

PlayStation
RESIDENT EVIL 2

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

☐

Issue #5–$10

February 1998

PlayStation
DEAD OR ALIVE

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

☐

Issue #6–$7.99

March 1998

PlayStation
06

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

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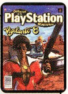
Issue #7–$10

April 1998



10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE
non-playables: Blasto, The Granstream Saga

☐

Issue #8–$10

May 1998

PlayStation
Tekken 3

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa
non-playables: Dead or Alive, Gran Turismo

☐

Issue #9–$10

June 1998

PlayStation
GRAN TURISMO

Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes:
playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive
non-playables: Tomba, Jersey Devil

☐

Issue #10–$7.99

July 1998

PlayStation
10

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3

☐

Issue #11–$15

August 1998

PlayStation
Metal Gear Solid

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing
non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

☐

Issue #12–$10

September 1998

PlayStation
Parasite Eve

PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.
non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

☐

Volume 2
Issue 1–$10

October 1998

PlayStation
Spyro the Dragon

Spyro the Dragon Strategy

Demo Disc includes:
playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3
non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

☐

Volume 2
Issue 2–$15

November 1998

PlayStation
50
Tomb Raider III
exposed!

Tomb Raider III
Metal Gear Solid Strategy

Demo Disc includes: playables: MediEvil, WarGames: Defcon 1, G. Darius, Dragon Seeds, Colony Wars: Vengeance, Future Cop L.A.P.D..
non-playables: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, Rug T'ai Fu, Tenchu, You Don't Know Jack

☐

Volume 2
Issue 3–$10

December 1998

PlayStation
Warped Speed Ahead

Metal Gear Solid
Crash Bandicoot: WARPED Strategy

Demo Disc includes:
playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo **non-playables:** Silent H Knockout Kings, Big Air

☐

Volume 2
Issue 4–$10

January 1999

PlayStation
Gex

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes:
playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu
non-playables: Rugrats, Test Drive: Off-Road 2

☐

Volume 2
Issue 6–$10

March 1999

PlayStation
SILENT HILL

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes:
playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er
non-playables: NCAA Final Four '99, Guardian's Crusade

☐

Volume 2
Issue 7–$10

March 1999

PLAYSTATION 2 BREAKING NEWS!
PlayStation
ROLE PLAYING GAME
13 NEW RPGs

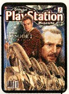
The Year of the RPG
Silent Hill Strategy

Demo Disc includes:
playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar
non-playables: Legend of Legaia

☐

Volume 2
Issue 8–$10

May 1999



Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes:
playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender
non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

☐

Volume 2
Issue 9–$10

June 1999

PlayStation
RESIDENT EVIL 3 NEMESIS
40

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes:
playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure
non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

☐

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_peluso@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST

Official Contest Rules:

1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH

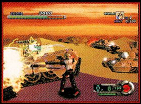
Official Contest Rules:

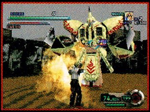
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

Gungage

Now, Konami

For a game released just this month, we've heard very little about this one, but the screens certainly look nice. You can play as one of four characters in this new action/adventure from Konami, each with their own strengths and story line.

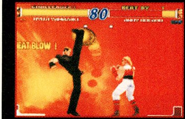


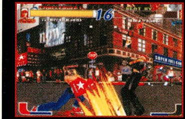


Fatal Fury: Wild Ambition

SNK

SNK's fighting game franchises just refuse to die; witness the latest game in their long running Fatal Fury series, originally programmed for the Hyper Neo Geo 64 arcade machine, now coming home to the PlayStation. Wild Ambition brings back all the old standbys—Billy Kane, the Bogard brothers, Joe Higashi, Geese Howard—as well as two new characters into full 3D for the first time, while keeping gameplay mostly 2D. To be honest, as a modern arcade fighter the graphics for Wild Ambition really failed to impress us when we saw it during the last Tokyo Game Show, but as a PlayStation game it doesn't look bad, does it?

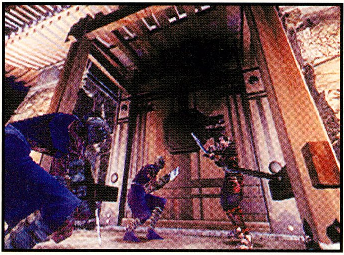


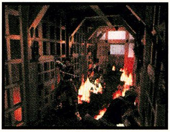


Onimusha

Capcom

We promised you more of this hot new game last issue, so here it is. Capcom held a press conference in Japan this month to fully reveal their newest Resident Evil-style game, Onimusha (which translates to "Demon Warrior" in English). Set in mid-16th century Japan, Onimusha involves many historical people and places of this chaotic "warring states" period of Japanese history, but then changes and embellishes the facts for its own purposes.





The setting may be different, but deep down the plot is a familiar one—save the girl. You play the young samurai warrior, Akechi Samanosuke, in his quest through the castle of an evil warlord to save the fair maiden Yukihime. Both of the these characters are actual people from Japan's past, and other notables who make appearances include Toyotomi Hideyoshi and the infamous Oda Nobunaga (time to brush up on your Japanese history!).

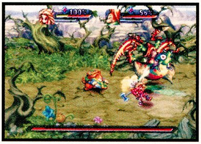
Most of the team currently working on Onimusha are old Bio Hazard (Resident Evil in the U.S.) team members, so it's no surprise that gameplay looks basically like Resident Evil—solve puzzles, avoid traps, gather items, etc. But there will be some differences—the story focuses on drama rather than horror, and combat is all about the beautiful and graceful movements of the ancient art of swordplay (finally a Resident Evil game where the knife is worth a crap!). As producer Kenji Inafune put it, "Since a lot of members from the Bio Hazard staff are involved in the production, Onimusha will follow the good points of Bio Hazard, and improve the weak points, but finally, it comes up as a totally different game from Bio Hazard."

Theme Adventure # of Players 1
Availability Q4 99 Developer Capcom

Legend of Mana

Squaresoft

Although it was absent from Square's booth at E3, we still have hopes that Square will bring over this sequel to the classic SNES action/RPG Secret of Mana. Like its predecessor, Legend of Mana allows one or two players to play simultaneously, giving RPG fans a rare excuse to actually see their friends. A special demo CD is supposed to ship with Legend containing a surprise Square title no one has seen before; Brave Fencer Musashi 2 maybe? A new Chrono Trigger? Square is awfully good about keeping secrets, so we'll just have to wait and see.

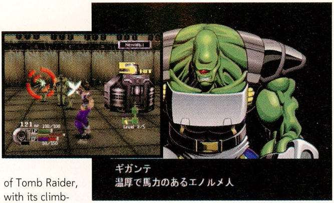


Theme Action/RPG # of Players 1-2
Availability Q3 99 Developer Square

Cyberorg

Squaresoft

One of Square's less hyped titles in recent memory, this action/adventure game was released last month in Japan to very little fanfare, but actually it's not too bad.



ギガンテ
温厚で馬力のあるエノルメ人

You control one of three characters, each with his own different speeds, strengths and special attacks, through a series of spaceship rooms and corridors in attempts to escape a mysterious energy vortex. Gameplay is hard to pin down; it's almost like a mix of Tomb Raider, with its climbing, jumping and exploration elements, and Metal Gear Solid, in the long-range and hand-to-hand combat you engage your enemies in (plus sleeping baddies have "ZZZ" floating above their heads and notice you with a "!"—just like in MGS).

The graphics are serviceable, if nothing terribly special, but the music is unfortunately supercheesy-'80s-style-foofy-hair-heavy-metal. Still, if you're looking for an interesting diversion and you have the patience, Cyberorg may be worth checking out. Just make sure you keep the volume turned down low.

109
100/100
LP
EP
2/150
Level 3

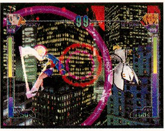
Theme	Action	# of Players	1
Availability	Now	Developer	Fuzzbox

Psychic Force 2

Taito

Almost two years after the release of the original Psychic Force, the sequel to the popular (in Japan anyway) 3D fighter is getting ready for release this summer.

Like the original, Psychic Force 2 is a true 3D fighting game (combatants hover in mid-air and can fly both horizontally and vertically), with characters able to attack one another from far away with various projectile attacks, and close up with the usual array of punches and kicks. The list of fighters you can choose from for part 2 will include several "psychickers" from the original game, some from the pseudo-sequel Psychic Force 2012 (released in the arcade and recently on the Sega Dreamcast) and three all-new secret characters. Gameplay is based mostly on PF2012, including the Hyper Charge and Slide Dash moves.



There's no denying Psychic Force is a very Japanese game, with spikey-haired anime characters duking it out high above the city streets, but the original game made it over here courtesy of Acclaim, so there's always a chance someone could pick up this sequel.

99
SONIA
99
WENDY
PSV
124%

Theme	Fighting	# of Players	1-2
Availability	Q3 99	Developer	Taito

Toshinden Subaru

Takara

Thought you'd seen the last of this series, didn't you? No such luck. The fourth Toshinden 3D fighting game is on its way, and hopefully it will break the trend of each new Toshinden being worse than the last.

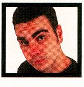
Maybe the developers Tamsoft themselves have realized this and want to make a clean start, because no characters from previous Toshinden games will be returning for this new edition (that guy who looks just like Eiji in the bottom pic is actually the "Subaru" of the title). The new game also includes a bevy of play modes, including story, time attack, survival, VS., practice, minigames, database (with data and pictures of the characters), and a section where you can change your warrior's costume and weapon. No word yet on whether this one will make it Stateside.

LONGELOT
NARU
SUBARU

Reviews

The final word—official and unbiased

Meet the Critics



Kraig Kujawa

Editor-in-Chief

When he wasn't resting his aching feet from walking the E3 show floor, Kraig was busy pestering the cops that were assigned to guard the PlayStation 2 pyramid at Sony's sprawling booth.

Favorite Genres: Sports, Strategy
Current Favorites: Ape Escape
Can't Wait For: Pac-Man World, Madden NFL 2000, Resident Evil 3, Dino Crisis

Joe Rybicki

Deputy Editor

Though all he really remembers of E3 is a haze of loud music, bright lights and TV screens, Joe's colleagues say he had a good time. He'll take their word for it.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Star Ocean, Warzone, sleep
Can't Wait For: Crash Team Racing, Ace Combat 3, Spyro 2, Soul Reaver (finally!), Dino Crisis, Sled Storm, Driver, Tony Hawk, sleep

Wataru Maruyama

West Coast Editor

E3 is known for its huge display of games, but it's also a breeding ground for germs! Wat escaped with just a sore throat, but others weren't so lucky. Next time we'll have to bring antiseptic towlets.

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: SF Alpha 3, R4: Ridge Racer Type 4, Triple Play 2000
Can't Wait For: Dino Crisis, RE3, GT2, FFVIII

Mark MacDonald

Associate Editor

Mark had a blast at this year's E3, but he's paying for it now; too much smoking, booze, games and just plain walking around has left him a shell of his former self.

Favorite Genres: Action, Adventure, RPG
Current Favorites: Ape Escape, Lunar: Silver Star Story Complete, Omega Boost
Can't Wait For: Resident Evil 3, Dino Crisis, Onimusha, Ace Combat 3, Dragon Valor, Grandia

Cull the herd

by Mark MacDonald

My grandpappy used to always tell me, "If'n folks dinna shoot a-dem damn bears ev'ry year, they'd jus' be too miny a-dern damn bears and dey'd die anyhow." At least I think that's what he was saying (he was drunk a lot after he lost his legs to that grizzly)—but the point is, when there's too many of something, whether it be animals or certain types of games, everyone suffers. So enough of my strained segue—here are a couple kinds of PlayStation games I think we could live with less of, along with a few I personally would like to see a little more often.

ENOUGH ALREADY:

SNOWBOARDING/SKATEBOARDING/ INSERT "EXTREME" SPORT HERE: I lump these all together because, despite how different they may be in real life, they usually all get turned into the same damn tired, half-assed racing game on the PlayStation. Tony Hawk's Pro Skater is the exception that proves the rule.

SYPHON FILTER CLONES: It may sound funny to say that Syphon Filter, itself a mix of popular games, is being imitated too much, but at least twice a day at E3 I saw another game that you wouldn't even be able to tell apart from 989's espionage adventure from 10 feet away. Hopefully some of these titles will have something extra to set them apart, like SF's cool missions and AI. But with so many in development the law of averages says we're in for a wave of stinkers.

WHERE ARE ALL THE:

MUSIC GAMES: Didn't everybody like Bust A Groove and PaRappa? Did they sell like crap or what? Games like Beatmania set sales records in Japan, and the Dance! Dance! Revolution! machine at Konami's E3 booth had a crowd gathered every day of the show. Why aren't any American developers getting into the action?

FIRST PERSON SHOOTERS: Did the initial glut of crappy titles at the start of the PlayStation's life scare away all the developers from this genre? Where have these been the last year or so, and why aren't more coming up? Quake II is a great start, but especially with the *insane* popularity of these games on the Nintendo 64, you'd think more people would be trying to cash in on the PlayStation.

BEAR HUNTING SIMULATORS: 'Nuff said.

Games Reviewed

Ape Escape.........................59
Centipede...........................61
Croc 2 60
GTA: London 1969 62
High Heat Baseball 2000 ...63
Lunar: Silver Star Story 57
Star Ocean The 2nd Story..58
Ultimate 8-Ball...................63
Warzone 2100 62

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○	●●○○○	●●●○○	●●●●○	●●●●●
We'd rather we never got to see Star Wars: Episode I than play this game.	Below average. There are fundamental flaws with this game; get something better.	A good title. It's a fun game with some flaws that can be overlooked.	Definitely a topnotch game. Very good and well worth your time.	Fabulous! These are the games that really make you proud to own a PlayStation.

PlayStation
LUNAR
SILVER STAR STORY
COMPLETE

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer Game Arts/ESP
Publisher Working Designs
Genre RPG

Lunar: Silver Star Story

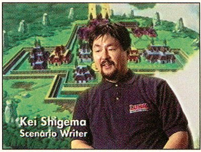
Fall in love, all over again

Many people dismiss the old-school RPG, in all its cartoony, baloon-headed 2D glory, as an evolutionary step the genre has since left behind, or as a novelty for only the freakishly hardcore RPG fan. But Lunar: Silver Star Story Complete proves that this is not the case. The limits set by the old style often put the focus on where it matters most in an RPG—the story and battles—and that's exactly where this reworked game, originally released almost seven years ago, puts most of today's "advanced" RPGs to shame.

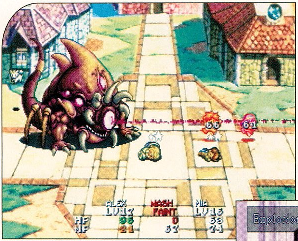
Lunar doesn't try to hide its 16-bit heritage—fact is, it couldn't even if it wanted to. You can't look at the simple, cute sprites, big-headed characters and rather reserved spell effects and not be instantly reminded of the old days. The graphics have changed quite a bit from the original Sega-CD game, and they definitely have a nice style to them, but there's nothing here visually in the backgrounds, animations or effects that will make your jaw drop.

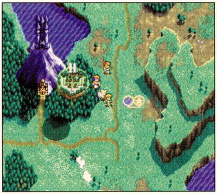
What will surprise you is the rich story line and playability of Lunar. The battle system is a finely crafted turn-based setup that makes you wonder why no RPGs have ripped it off since the game's first release. Perfectly balanced difficulty along with this deep battle scheme allows plenty of room for strategy, but without slowing down the fights or boring you—and there really is nothing like finally taking down a tough boss using your wits as well as your swords and spells. The story has also received special attention; all of Lunar, including anime cutscenes and spoken dialogue, comes off as natural as if the game had been made from the ground up here in America. The overall plot is epic and engrossing, making even some predictable twists enjoyable.

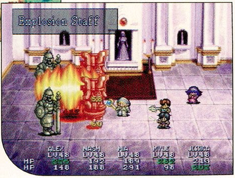
Don't mistake this for some nostalgia-warped vision of how all the "real" RPGs ended with the death of the 16-bit machines—Lunar deserves to be played based only on its own merits. What little it lacks in visual punch, it more than makes up for in style, story and wholly engrossing gameplay. *—Mark MacDonald*



Look out! It's the feared giant, unshaven Japanese developer boss! Actually, it's part of the "making of" video CD that comes with Lunar; other extra goodies include an excellent soundtrack disc and a cloth map—very cool.







Everyone knows you're going to spend a lot of time in battle in any RPG, and Lunar takes full advantage of that fact with a great combat system that's easy to learn and fun to master.

Box Score

Pros

- Excellent battle system
- Smooth translation and great story keeps you wanting to play
- Tons of extras really "complete" the package

Cons

- Graphics are never bad, but are often only average

> "What little Lunar lacks in visual punch, it more than makes up for in style, story and wholly engrossing gameplay"

Official U.S. PlayStation Magazine

● ● ● ● ◐

Rating

Developer Enix/Tri-Ace
Publisher Sony CEA
Genre RPG

PlayStation
Star Ocean

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Star Ocean The 2nd Story

PlayStation

It doesn't get much better than this

It's almost frightening how many exceptional RPGs have finally made it to the U.S., and Star Ocean is without question one of the most outstanding. Take just about everything you've ever wanted in a console RPG—and then add a whole lot more—and you get an idea of the caliber of this adventure.

First of all, the game is immense, not just in size but also in depth. The overwhelming options bring Final Fantasy Tactics to mind: Your characters have the ability to create items and weapons, train in very specific skills (like Mineralogy, Herbal Medicine or specifics of combat) and even prepare food for sustenance on your travels (seriously!). Unlike FFT, however, Star Ocean's game engine is extremely user-friendly and well thought-out, making it easy to perform these complex works and see at a glance the expected results.

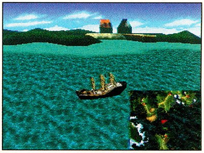
The story, though frustratingly linear at the start, soon opens up to an original, sprawling adventure with a branching story line and multiple quest options—including "Private Actions," which split your party in towns to give you a chance to explore each character's back story.

The battle system is quite good, as well. Though the real-time pacing gives it an action feel, the engine is surprising in its depth, allowing players to dictate things like battle formation and basic AI for computer-controlled characters. I wish the AI were a bit more selective in choosing targets, but that's a relatively small gripe.

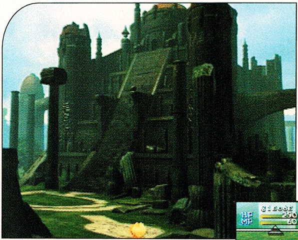
The prerendered backgrounds and (too-infrequent) cinemas are simply gorgeous (although the World Map and combat screens leave a bit to be desired), as is the excellent, stirring music. Both graphics and music help give each area of the large world a distinct atmosphere.

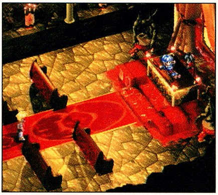
My biggest complaint is with the writing: With so much of the game being so exceptional, it's a shame the writing is merely adequate.

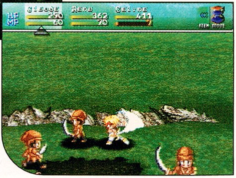
But that's really just a small stain on this work of art. RPG fans, do not miss this game. Depth, challenge and beauty—Star Ocean has it all. Bravo. ***—Joe Rybicki***



The World Map (above), though more primitive than in some other recent RPGs, is still detailed enough to give you a view of where you're going. You even get to watch the sailing sequences as you travel from one island to another.







Though the battles (above) involve multiple characters, spell casting, item use and other RPG standards, they're far from standard: Not only is the action almost entirely conducted in real time, but each character is also able to roam freely throughout the battlefield, running from the enemy or issuing attacks at will. It lends the combat system a very action-RPG feel.

Box Score

Pros

- Incredible depth
- Great graphics and music
- Nicely original story
- Unique, fast-paced battle system

Cons

- Writing is merely adequate
- Story too linear at start
- World Map and battle graphics not up to par
- Odd voice samples during battles

"Take just about everything you've ever wanted in a console RPG—and then add a whole lot more."

Official U.S. PlayStation Magazine

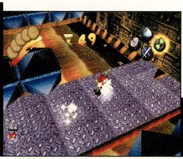
● ● ● ● ◐

Rating

Developer Sony CEI
Publisher Sony CEA
Genre Action

PlayStation
Ape Escape

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible



Ape Escape

Sony quietly lets loose one of its best games

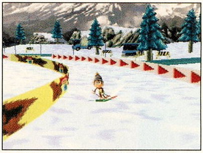
When you think quality action/platformer, Sony probably isn't the first developer that comes to mind, but that could all change with the release of the incredible Ape Escape.

Not coincidentally the first game to *require* an analog controller, Ape Escape sets a new standard with its ingenious and precise controls. In fact, let me be perfectly frank—Ape Escape has the best and most innovative controls of any PlayStation game yet. With parts like a boxing game where each arm is moved by its own analog stick, a raft where you rotate both sticks to row the oars, and a slingshot where you pull back and release the stick to fire, this game will literally change the way you (and other developers, no doubt) think about your Dual Shock. The huge amount of moves, items and vehicles—you can crawl, run, swim, fly, climb, drive a tank and much MUCH more—could have turned any other game into a frustrating, jumbled mess, but along with these air-tight controls they become Ape Escape's greatest asset. This game explores ambitious new areas of gameplay but still manages to make them feel as natural and intuitive as old standbys like running and jumping.

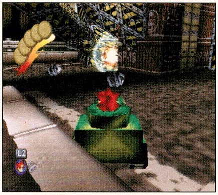
Of course not all of the game is so uniformly brilliant as the control. The graphics are generally excellent, with state-of-the-art effects and large, detailed levels, but they do suffer from slowdown and noticeable draw-in at just a few areas. The camera is likewise mostly handled well, but in places where you can't switch to the first-person view it can take some doing before you get the angle you want. Still, in both of these areas the game is still well above-average, and neither problem amounts to enough to really detract from the overall experience.

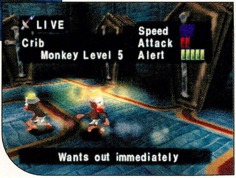
If you are at all—or have ever been—interested in a great platformer for any system, this game is for you. Ape Escape toasts Spyro, puts Crash back in his cage, and makes Croc look like a crock of...well, you know. Don't believe the (lack of) hype; go play this game, now.

—Mark MacDonald



The three smaller games you can earn in Ape Escape are so detailed and enjoyable, I can't bring myself to call them "mini." There are skiing (above), boxing and an Asteroids-style shooter—each one surprisingly deep (including two-player modes) and so addictive you'll need a 12-step program just to stop.





Each one of the more than 200 monkeys you can capture in Ape Escape has its own name, short description, and attack, speed and alert ratings. Some of them even carry weapons or can hop into vehicles to try to stop you. Luckily you can spy on them in real-time with the monkey radar and plan the best way to sneak up and nab 'em.

Box Score

Pros

- Incredibly fun and responsive control
- Tons of different moves, levels and vehicles
- Minigames, secrets and more encourage replay

Cons

- Great graphics occasionally (but rarely) show some slowdown or draw-in
- Camera takes some adjusting

> **"If you are at all—or have ever been—interested in a great platformer for any system, Ape Escape is for you."**

Official U.S. PlayStation Magazine

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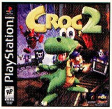
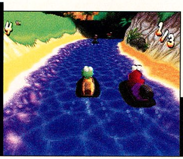
Rating

Developer Argonaut
Publisher Fox Interactive
Genre Action



1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible



PlayStation

Croc 2

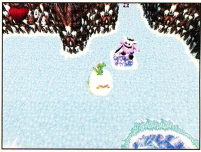
Potentially solid, but seriously flawed

With the mixed response to the original Croc (the critics mostly yawned while the game quietly sold enough copies to earn a place in PlayStation's Greatest Hits), it's clear that Argonaut was trying to refine the game for this sequel in order to make it more universally appealing. Unfortunately, the results are equally mixed—it's just a slightly different mixture.

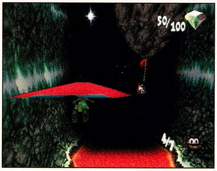
Perhaps most significant is the addition of new level styles, which help break up the standard box-smashing, tail-whipping 3D platformer fare. Clearly the developers took a cue from Crash 3 in this, but what they apparently failed to realize is that these extra gameplay styles shouldn't just be window dressing; they're supposed to be *fun*. These... well, these just aren't. *Soporific* comes to mind.

In fact, nearly every element of the game has a similar double-edged characteristic. The graphics, for example, are generally excellent, as is much of the animation, but the game suffers from lots of polygon sorting problems (is it really *that* hard to make a box that continues to look like a box no matter what angle you view it from?) and an extremely limited sight distance that causes some extremely ungainly draw-in. And take the music, which includes some really topnotch compositions (especially the dead-on '20s-style train chase music in Chase the Choo Choo) but reuses or rehashes them to the point of tedium.

The game is also a pretty significant departure from the original in the level of difficulty: With the cutesy character you'd expect a game aimed at younger players, but the huge levels can actually get quite challenging even very early on. Of course, this has its dark side, too: Much of the challenge derives from terrible camera angles (which—get this—you *can't change!*), collision detection that will sometimes just drop you right off a platform, and unresponsive controls (especially when jumping) that ensure plenty of tumbles into bottomless pits. This could have been a solid title, but as it is, it's more like a recipe for frustration. ***—Joe Rybicki***



While the majority of the game is viewed from directly behind Croc's cute little reptilian tail, for some incomprehensible reason this snowball-rolling level (above) uses a view in which the camera sweeps out to a static overhead perspective.



Being unable to move the camera makes landing tricky jumps exceptionally frustrating—especially because landing tricky jumps is what the game's all about. Take the shot above: Can you tell there's a platform directly below Croc? No? Well, that's because there isn't. But if there were, you wouldn't be able to see it because of the nappy unchangeable camera angles. See?

Box Score

Pros

- Nice graphics
- Great music
- Large levels
- Surprisingly serious challenge

Cons

- Unchangeable camera!
- Sluggish controls
- Bad camera angles!
- Extra areas are just boring
- Did I mention the camera?

"This could have been a solid title, but as it is, it's more like a recipe for frustration."

Official U.S. PlayStation Magazine

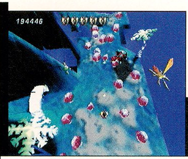
● ● ◐ ○ ○

Rating

PlayStation
CENTIPEDE

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer Leaping Lizard
Publisher Hasbro Int.
Genre Action



Centipede

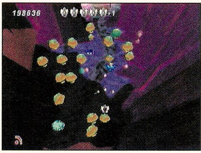
Thousands of legs, all of them broken

I remember back when Centipede was lighting up arcades and I thought it was one of the toughest games I'd ever played. In the classic game, the biggest challenge, and the great fun, was eluding and blasting bugs, whereas with the PlayStation version the primary challenge is forcing yourself to play it. Ever since nabbing the license to reincarnate old arcade games, Hasbro hasn't proved they're up to the task. They messed up Frogger, and now they've managed to mangle Centipede even more.

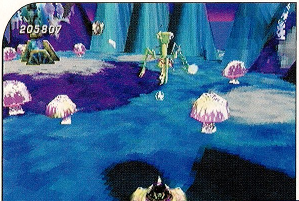
After the first set of levels, Centipede no longer really feels like an offshoot of the arcade game (and that's cutting those levels some slack). Yes, there are centipedes, mushrooms and spiders that you shoot, complete with the same sound effects, but almost all the signature gameplay elements of the original have all but been removed. Due to the lame platform game features assimilated into the classic gameplay, there's no longer the feeling of panicked claustrophobia caused by your movement being restricted to a small area while hundreds of bugs converge on you. The whole frantic pace of the game has seemingly been amputated, leaving behind a poorly designed, boring shell of a 3D platform game.

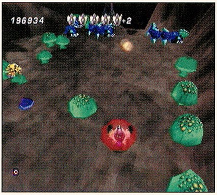
Even if you don't mind that this game doesn't feel like Centipede, you can't ignore the absolutely horrible and ugly polygonal graphics that glitch and disappear in every way imaginable. It's so bad that it almost seems like you're fighting more bugs produced from the bad programming than from the actual gameplay. For example, your ship can get caught in breaks between surfaces such as land and water, and also gets stuck in some of the terrain, leading to instant death. As if that didn't make things difficult enough, the controls are horrendously inaccurate and floaty, making it a pain to make some of the jumps required.

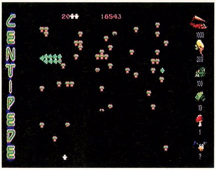
As you can tell, I really don't like this game. Perhaps one day Hasbro will make worthy updates of these classics. ***—Kraig Kujawa***

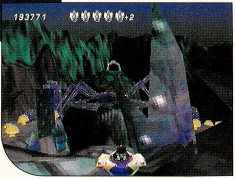


Special weapons such as three-way fire, shield, aerial missiles and bombs can be picked up during combat (top, left).









By hitting the Select button, you can toggle through three different views, including this one set behind your ship (above).

Box Score

Pros

- The classic game is included

Cons

- Ugly, blurry graphics
- Difficult control, even with the analog sticks
- Boring gameplay

> **"With the PlayStation version of Centipede the primary challenge is forcing yourself to play it."**

Official U.S. PlayStation Magazine

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Rating

Developer Pumpkin
Publisher Eidos
Genre Strategy

1 Player
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

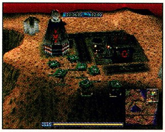
Warzone 2100

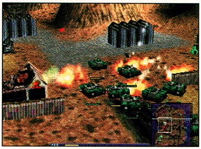
Real-time strategy with real depth

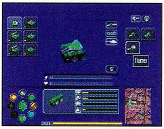
With surprisingly little marketing hoohaw, Eidos has released an excellent real-time strategy to the RTS-starved PlayStation market. Though the premise may not be an entirely original one (nuclear war has divided the human race into militaristic factions as they struggle to rebuild civilization, etc.), the game itself is solid and innovative enough to please the most hardcore RTS fan.

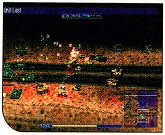
Perhaps the most laudable characteristic of Warzone is its sheer depth. Where games like Command and Conquer provide players with a set stable of units, Warzone allows armchair generals to research new technology and then put it to use by building new units from the ground up. Furthermore, a mind-boggling selection of unit commands allows players to customize unit behavior. And you can get even deeper into the action by controlling individual units in a manner similar to Uprising X.

My biggest problem is the fact that the shoddy frame-rate often makes unit selection and mission execution more of a hassle than it should be—and with the unbelievable length of many missions and the sometimes vague objectives, Warzone is plenty tough as is. While it may not be for everyone, this is one of the deepest RTS games out there. *—Joe Rybicki*









Not only will you have to produce units like in standard real-time strategies, but you'll also need to research new technology and design your own units (left).

Box Score

Pros	Cons
• Incredible depth	• Very low frame-rate
• Create your own units	• Some missions just too long
• Battle view lets you control individual units	• Some mission objectives too vague

● ● ● ● ○

OPM Rating

Developer Rune Craft
Publisher Rockstar Games
Genre Action

1 Player
Memory Card 1 block
Vibration Function Compatible

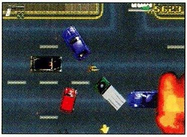
GTA: London 1969

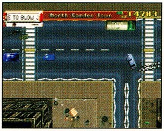
Mostly more of the same...

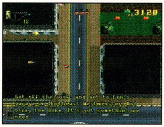
Let's just get one thing straight right from the start: Grand Theft Auto: London 1969 is a mission pack, an add-on disc that requires the first game to run; as such, it offers almost no improvements over the original. It's just a whole lot more GTA.

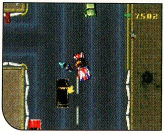
But is this a good thing? Well, yes and no. The lack of any significant changes means the engine is as flawed as the original. The graphics are awfully grainy, the camera movements are sickeningly spastic, and the controls still leave a whole lot to be desired. The game does, however, have its moments: First off, there's something to be said for a game in which you get to act out every anarchistic fantasy inspired by any average day of city traffic road rage. Stealing cars, running down pedestrians, dodging the cops—the limit is really only your own sick imagination. The missions this time around do seem to get a bit more interesting (though the game still leads you step by step through every new assignment). And the '60s London setting means the game is loaded with groovy atmosphere, especially the exceptional soundtrack.

Still, with Driver on the horizon, I'd have to recommend this only as a rental, unless you were a fan of the original. *—Joe Rybicki*









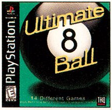
This time around, the missions are a bit more interesting. One even requires you to jump a motorcycle from one building to another (right).

Box Score

Pros	Cons
• More interesting missions	• Same sickening camera
• Great music	• Same grainy graphics
• Demented fun for unimpressionable adults	• Same problematic controls

● ● ◐ ○ ○

OPM Rating



Developer	THQ
Publisher	THQ
Genre	Sports

1~16 Players

Memory Card 1 block

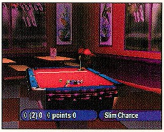
Ultimate 8-Ball

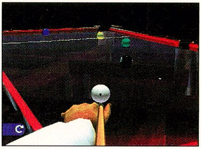
Definitely the best, but not quite ultimate

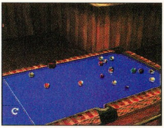
Ultimate 8-Ball raises the stakes for PlayStation pool sims and comes out on top, although not without some exceptions. A lot of attention was paid to the physics, resulting in one of the most realistic pool experiences yet. As you progress through the game, you'll encounter numerous characters, different tables and varied locales that range from standard to futuristic. There are also more play modes and rule options than any previous pool title—and if that weren't enough, the computer AI is also very challenging.

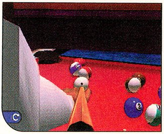
The developers seemed to have thought about everything, but couldn't come through on a crucial piece of the experience, the frame-rate. No matter how accurate the ball movements are, it just doesn't look realistic due to the jumpy visuals. Speaking of visuals, the graphics are dark and require you to tune up the brightness on your TV. Sure, these are pool halls and they should have a seedy atmosphere, but I've been to many such establishments and the tables are usually well lit.

Ultimate 8-Ball has reflective pool tables, fully rendered opponents and a super physics engine, but including these things affected the frame-rate and graphics resolution, which is an essential factor in a pool simulation. The overall package is still impressive, though, and you won't find a better bang for your pool-hustling buck. *—Wataru Maruyama*









Ultimate 8-Ball includes some great visual effects, like the see-through pool table (above), but that comes at the expense of the frame-rate and graphics resolution.

Box Score

Pros
- Very advanced physics
- Tons of play modes and rules
- Very good computer AI

Cons
- Choppy frame-rate
- Some irritating music
- Somewhat muddy graphics

● ● ● ● ○

OPM Rating

PlayStation
High Heat Baseball 2000
3DO

Developer	Team .366
Publisher	3DO
Genre	Sports

1or 2 Players

Memory Card 1~6 blocks

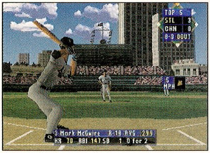
High Heat Baseball 2000

3DO lets loose a low sinker

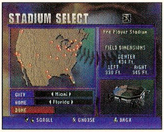
During the past few months, 3DO was making a big deal about High Heat Baseball because it was created by Team .366, a development team supposedly dedicated to making only baseball games. Now if only they could make good ones...

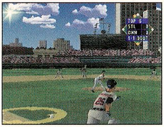
After playing this for 10 minutes, you'll be ready to pitch High Heat—through the window. Everything about it looks like a quick-and-easy port from the PC, without any attention to making the game a PlayStation-worthy title. Team .366 prides itself in making realistic baseball simulations, but even if they succeeded in doing so here, it wouldn't matter much because those intricacies would be completely wasted in the slow and ugly gameplay.

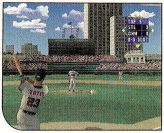
It's really hard to adequately explain all the reasons why this game is bad because there are so many. Basically, the graphics are utterly pathetic (the player models are plain, animate horribly and look nothing like the real-life players), the control is sluggish, and the pace of the game induces yawns by the end of the first inning. As a result, the only heat this title generates is the anger of someone unfortunate enough to spend their money on this poor game. *—Kraig Kujawa*



This wirey guy is supposed to be Mark McGwire? It looks more like a male version of Calista Flockhart (above).







Box Score

Pros
- It boots up without a problem

Cons
- Lame graphics
- Choppy player animation
- Slow gameplay
- Bland audio
- Lackluster atmosphere

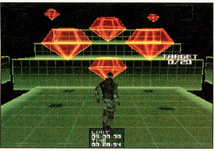
● ○ ○ ○ ○

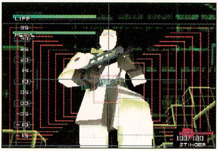
OPM Rating

25 Games you must play in nineteen ninety-nine

As we stand watching the dust settle after the behemoth game industry show that is E3, we're given the chance to reflect on what we've seen so far this year, both at the show and prior to it. And when we take a step back and look at all that's expected to arrive before the Y2K bug puts an end to life as we know it, we're struck by how many quality games are on the horizon. Here we detail what we consider the 25 most promising, the games that (if they turn out as planned, anyway) no PlayStation owner should miss. But this is by no means an exhaustive list; check out our Too Early to Tell and Close But No Cigar segments at the end of this feature for games that didn't quite make the grade. And there are also certain to be some holiday surprises that have yet to be announced. For the sake of clarity we've broken down each of our choices into three categories, which basically translate into **What it is, Why you must play it,** and **What can go wrong,** because some of these games will no doubt turn out a bit weaker than expected (don't ever accuse us of being foolishly optimistic!). And now, we present **25 Games You Must Play in 1999**.

Metal Gear Solid VR Missions

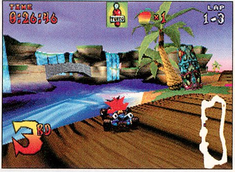




What it is: Apparently someone at Konami was listening when we said the training missions from Metal Gear Solid were so much fun they were almost like a game in themselves. VR Missions is not a rerelease of the original game, but a huge collection of all new levels in the same style as the old practice missions.

Why you must play it: The precision controls and breathtaking graphics of Metal Gear would make any tiny update worth playing, but with more than 300 almost puzzle-like missions, little extras like a camera mode with the women of MGS modeling, and (best of all) the ability to play as the sword-swiping ninja, VR missions looks like a must-own for anyone who enjoyed Solid Snake's last adventure.

But what about the extra stuff in the Japanese version? The import version includes an update of the the original MGS with the English voices, a few new scenes and PocketStation support, but hopefully Konami will make up for these missing elements by releasing VR missions at a special lower price.

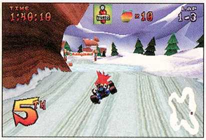


Crash Team Racing

What it is: Character-based go-kart racing, Naughty Dog-style.

Why you must play it: Not only is it one of the nicest-looking games on the PlayStation (we were unable to see any pop-up or draw-in whatsoever, for example), but it's also just a blast to play. With four-player split-screen support (with no discernable drop in frame-rate), including competitive racing as well as battle modes, this may be *the* reason to hunt down a Multi-Tap. But the game's not just mindless drivin'; there's a great deal of strategy and a surprising amount of technique involved. It seems easy for the casual player to pick up, but a challenge to master even for veteran racing fans.

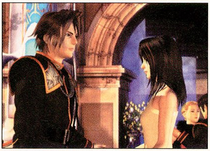
Sounds a lot like Mario Kart... Yeah, it does. But the courses we've seen seem much more interesting, and the game involves a great deal more strategy than you might expect from its cutesy look. All in all it appears to have a lot more depth than the standard character racer. The folks at Naughty Dog know what they're doing.



Final Fantasy VIII

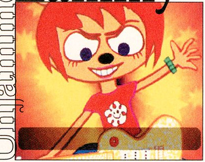
What it is: Only the follow-up to the biggest and best PlayStation RPG ever.

Why you must play it: This is a multiple choice answer that every RPG lover will have to answer for themselves: a) Some of the most astounding graphics and effects ever to grace the PlayStation. b) A huge, epic story told through real-time cinemas, breathtaking FMV and often an amazing combination of the two. c) A new direction in gameplay for the series, featuring the highly customizable Guardian Forces that you can raise and train how you like. d) Hey, it's Final Fantasy—that's reason enough. e) All of the above. *Pssst! Hey! The answer is E!*



But I don't want to play a movie, I want to play a game! Ever since FFVII, Square has been giving the series much more of a cinematic flavor, and FFVIII definitely continues that trend. But even if you took away all the FMV it looks like FFVIII is still strong enough to stand out as an excellent RPG.

UmJammer Lammy



What it is: The sequel to PaRappa the Rapper, sort of a musical version of the color-matching memory game Simon.

Why you must play it: Because there is just nothing else like it, anywhere. As if the two-dimensional cartoon characters operating within a three-dimensional world weren't enough to weird you out, just wait 'til you encounter the regurgitating caterpillar nurse. To top it off, the music is excellent and much more diverse than in the previous game; tunes now run the gamut from funk and rockabilly to heavy (and we mean *heavy*) metal. The game is also a great deal more challenging, requiring players to master much longer and more diverse musical phrases to succeed. To top it off, the game includes a ton of different modes, including multiplayer!

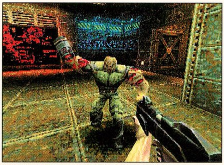
Go weird or go home: The thing is, UmJammer is significantly weirder than PaRappa, and that's saying a *lot*. This very well may turn off fans of the original.

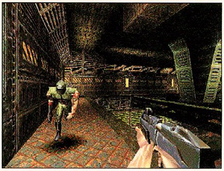
Qua

Illustration by Mitch Greenblatt

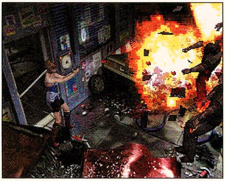
ke II

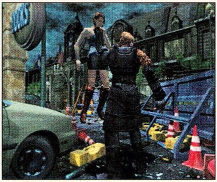
What it is: One of the best-selling, and just plain best, first-person shooters released for the PC a few years back, now brought to your PlayStation. **Why you must play it:** The genre has really been lacking in titles on the PlayStation of late, and along with two- and four-player deathmatches, plus capture the flag and other modes, Quake II is far and away the best bet the system has for pure fragfest fun. We recently had another chance to get some hands-on playtime with it and the controls (especially using the twin Dual Shock sticks), gameplay and graphics are all looking topnotch. **But isn't Quake III out on the PC?** Hey, if you have a $2,000+ PC that can run Quake III half-decently, you don't need Quake II for the PlayStation. And while it's true Activision has been taking their sweet time bringing this one out (we hadn't seen anything new in about seven months before E3), so far it looks like it will be worth the wait.





Resident Evil 3 Nemesis





What it is: The true sequel to the games that exploded the horror genre into the mainstream, following what happened to Jill (from RE1) during the day before and day after RE2. Confused? Check out the huge cover story in our last issue for the all the gory details.

Why you must play it: Chances are if you've played RE1 or RE2 you can answer that question for yourself, but just to make it easy check out the improved graphics and animation (the realistic way the zombies sway as they plod toward you is downright creepy), huge list of monsters (including the hideously deformed hulking Nemesis, who stalks you throughout the game), improved interaction like fuel barrels you can strategically explode, a new dodge button and more.

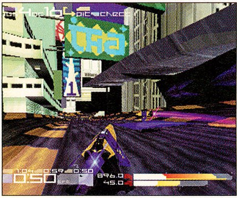
Just one CD, though? No dual story lines like in RE2? True, Nemesis is just one CD and won't have the "zapping" system from RE2 that allowed players to control two different characters through the same events, but it will have a branching story and optional subsections, along with an increased difficulty, including quicker zombies that almost run at you and can go up and down stairs. Be afraid...be very afraid.

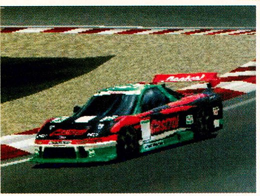
WipeOut3

What it is: The newest addition to Psygnosis' futuristic racing franchise.

Why you must play it: WipeOut and WipeOut XL were great racing games that pushed the PlayStation to the limits. Sporting high-resolution graphics and loads of special effects, WipeOut 3 looks to do the same.

Does the world need another WipeOut?: While it's true WipeOut XL was definitely a big step up from the original, we don't think WipeOut 3 will represent as giant a leap. But it is WipeOut, it is fun, and it does have flashier graphics and some new additions to the gameplay, so we're crossing our fingers.



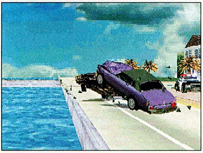


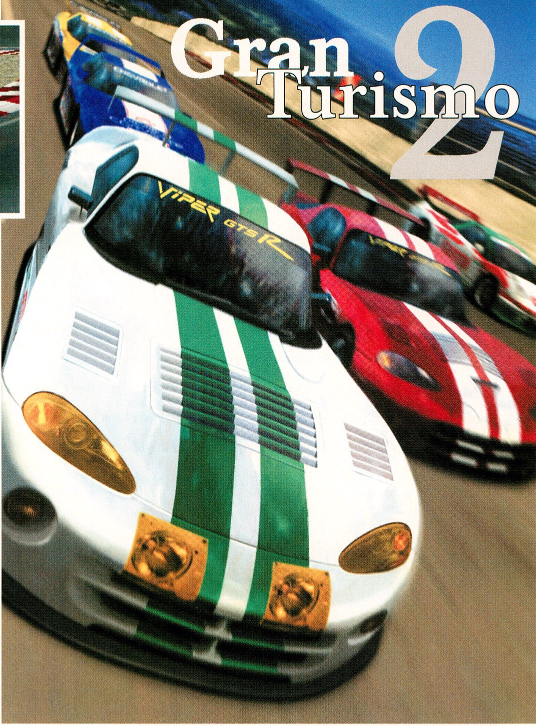
Driver

What it is: Breakin' the law! You take the role of an undercover cop working to expose an organized crime syndicate, which means you get to participate in lots of illegal activities, all in the name of truth, justice and the American way.

Why you must play it: If you liked the idea of Grand Theft Auto but couldn't get past the poor game engine, you'll love Driver. The missions include plenty of high-speed chases and cop-dodging fun, but where the game really shines is in the driving engine itself. The physics are realistic enough to make it feel as if you're really at the wheel, but arcadey enough to let you leap several San Francisco blocks and live to tell about it. Top it all off with a brilliant Replay Mode and you've got the makings of an action movie all your own.

Watch the corners! The thing about Driver is, the last version we played was *extremely* tough—not to mention a bit rough around the edges. Let's hope the final is more user-friendly.





Gran Turismo 2

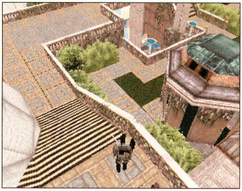
What it is: The long-awaited sequel to the PlayStation's best racing game ever. **Why you must play it:** If the above sentence isn't reason enough, there's plenty of other goodies to make you take the plunge. GT2 will come loaded to the hilt with 400 different cars (more than twice its predecessor) that include Chevys, Dodges, Fords, Mercurys and Plymouths, in addition to 20 tracks and several new play modes that include drag racing and rally-style dirt races. In addition, Polyphony Digital managed to improve the graphics ever so slightly, and substantially improve the already impressive car physics model. This is going to be the end-all of PlayStation racing simulations. **What about my minivan?** The only bad thing that could ever happen with this game is that you won't be able to drive the American car that you own in real-life. But really, who cares. If it's not in Gran Turismo 2, chances are your vehicle sucks.

Star Wars Episode I: The Phantom Menace

What it is: An adventure game that follows the story of *The Phantom Menace.* If you don't know what *that* is, go see a doctor because you're probably dead.

Why you must play it: Because it's a Star Wars game. OK, maybe that's not quite reason enough. How about this: Because it looks like it'll actually be a *good* Star Wars game. It mixes action, character interaction and puzzle-solving in large levels drawn straight from the film. And for much of the game you get to kick ass as the young Obi-Wan Kenobi, a jedi at the peak of his power. Now you'll see what a lightsaber can *really* do.

"We haven't much time." The problem is, last we heard they hadn't quite finished porting everything over from the PC version, and as of this writing it's uncertain how soon after the film the game will be released. In any event, the game's going to be rushed, and in cases like that there are bound to be mishaps. We're hoping the story's solid enough to outweigh such issues.

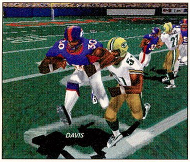


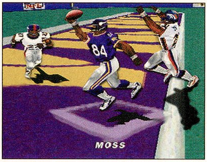
NFL GameDay 2000

What it is: The latest football game from 989 Studios.

Why you must play it: If you're a football fan looking for a fast-paced and realistic game, you'll find your fix here. 989 has consistently raised the bar for football game graphics, and we expect them to continue to impress this year. We haven't gotten any hands-on time with this one, but we've seen it and we know what 989 is capable of.

Fumble? NFL GameDay has consistently suffered from major artificial intelligence and realism problems. We're hoping this is the year that this franchise can play as realistically as it looks.

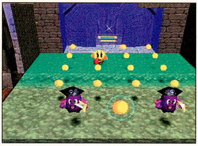




20th Anniversary

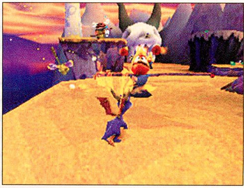
Pac-Man World

What it is: Shown for the first time more than a year ago, Pac-Man World is a long-overdue follow-up to the classic Namco arcade game that pioneered video game character design.



Why you must play it: At the very least, to satisfy your curiosity. For heaven's sake, this *is* Pac-Man, after all. Nostalgic enthusiasts have no doubt been craving for an update of the dot-gobbler, and it looks like Namco is taking the time to make sure it's done correctly. Right now, Pac-Man looks very promising because it retains the look and feel of the classic arcade game by implementing similar gameplay and familiar sound effects. We just love that *waka-waka* gobbling noise Pac-Man makes. There are two main modes that include a platform-like game and a "Maze" game that's a 3D version of the classic. There are also a few other extras that should make this a Pac-Man player's dream.

A Pac-Man platform game? Yes, platform games are very difficult to get right, and even harder when the developers have to play by a certain set of rules (there have to be dots, ghosts, etc.). Namco has a great PlayStation track record, so we're giving them the benefit of the doubt. Even if this part of the game is horrible, there are still the Maze mode and classic game modes for you to enjoy.



Spyro 2

What it is: The sequel to the PlayStation's cutest and most visually appealing 3D platformer.

Why you must play it: Because the first game was so solid that the improvements slated for the sequel are bound to make the game a classic. The original Spyro was arguably the PlayStation's most accessible game, with simple gameplay to appeal to the newcomer and enough extras to satisfy the veteran. This time around, the levels will be more detailed, the enemies will be more varied and Spyro himself will have a load of new moves, including the ability to swim, supercharge and climb certain surfaces.

But is more complexity a good thing? One of the best things about the first game was its sheer simplicity, which is perhaps why it was so accessible. Adding a load of new moves could make the game so complex that it won't have the same appeal. Plus, adding graphic detail may detract from the game's fresh, clean visual style.

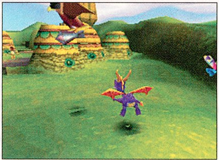


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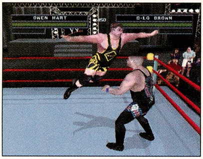
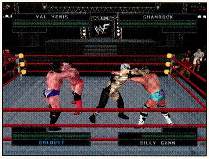
Illustration by Chip Wass

WWF Attitude

What it is: An exceptionally deep wrestling game from Acclaim. **Why you must play it:** If you're an avid wrestling fan, this game just has way too many modes of play that you'll froth over. The Create-a-Pay-Per-View feature is ingenious, and the wrestler creator is so deep it might be even more fun than the game itself. Acclaim has put a lot of thought into this game, and it shows. **How a wrestling game made this list:** There's a lot of interest in these games, and out of a big lot, this is definitely the front-runner. There are a few notable contenders on the horizon, however, with THQ's wrestler showing the most promise—and you can't count EA out either. It's shaping up to be a huge brawl in 1999.



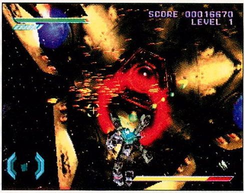


Omega Boost

What it is: A giant robot shoot-everything-that-moves-fest from the makers of Gran Turismo.

Why you must play it: The graphics in this game have to be seen to be believed. Sixty frames a second, with every kick-ass effect you've ever seen on the PlayStation, and then some, all on screen at the same time. This game is one wet-your-pants intense experience from start to finish—the action gets so crazy your eyes start to hurt from not being able and not even wanting to blink and miss something.

So it looks great but how does it play? Omega Boost definitely isn't for everyone—it's basically just fast arcade action and never gets very deep in any area of play. But anyone, and we mean anyone, can appreciate the sweetest eye-candy the PlayStation has to offer here.

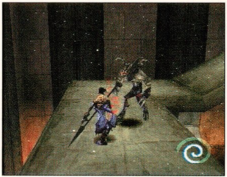


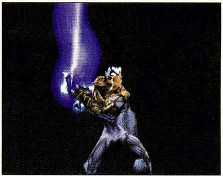
Legacy of Kain: Soul Reaver

What it is: An adventure game set a millennium after the original Legacy of Kain, with former vampire Raziel playing the avenging angel roaming through a vastly changed Nosgoth.

Why you must play it: First of all, the game is just gorgeous. Level design was handled by students of architecture, and it shows. Add to that the amazingly realistic lighting and textures and you've got some incredible environments. An innovative battle system provides the action, with Raziel gaining access to the powerful and versatile Soul Reaver spirit-blade, charging it with elemental powers to take out his vampiric enemies. And classic puzzle design adds a nicely cerebral element to the adventure.

Promises, promises... But there's a lot we're told to expect in the game that we just haven't seen yet, like interaction with non-player characters and boss battles. If it turns out as promised, it'll be amazing, but we just haven't seen enough to know if the game's on the right track. We will in the very near future, however (maybe next issue).



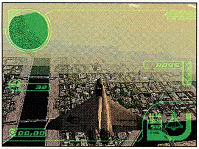


Ace Combat 3 Electrosphere

What it is: The third installment in the PlayStation's only realistic (OK, well, at least semi-realistic) air combat series.

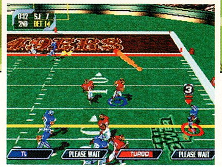
Why you must play it: Because the Air/Ace Combat games just rock. AC3 has lightning-quick controls, incredibly sharp graphics and an extensive replay mode that lets you view large chunks of completed missions, viewing your aerial acrobatics from any number of angles. And if the game's anything like AC2, you can expect intense, edge-of-your-seat missions through widely varied terrain (there's nothing like blowing between close-standing skyscrapers in a roaring F-14) and a hangar full of unique aircraft.

But what about the controls? Namco seems to have an issue with letting players configure their own control schemes, and in any kind of flight game it's a must to be able to choose a setup that's most comfortable. The game may also turn out to be easier than most would like, as most critics found that Ace Combat 2 ended much too quickly.



NFL Blitz 2000

Illustration by Wayne Vincent

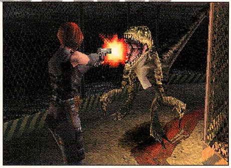


What it is: Although named NFL Blitz 2000, this one is based on last year's arcade version of NFL Blitz '99, but it shares many of the features you'll see in the upcoming arcade NFL Blitz 2000. Confused yet? **Why you must play it:** The first NFL Blitz made a impressive appearance on the PlayStation last year, grabbing a coveted five-disc rating from OPM. It looks like this one is on a similar track. The primary additions include four-player action, a offensive and defensive play editor, and new stadiums, among other things. There are now team-specific playbooks with pages set aside for the plays that you have saved to a memory card, and a useful practice mode will let you try out these plays and iron out the problems. **Wait a minute, doesn't he play for the Packers?** Right now, the only thing we're truly worried about is the state of the rosters. Midway will probably close them a month or more before the regular season starts, and that leaves a lot of time for free-agent signings and trades. Right now, the gameplay is remarkably polished at this early stage, so there's not much to worry about there. We're pretty sure that any shortcomings will be nothing but minor footnotes in this promising sequel.

Dino Crisis

What it is: The newest survival horror title from Resident Evil guru Shinji Mikami, Dino Crisis takes the same style of gameplay from Capcom's zombie-filled classics and throws in real-time graphics and a whole new stable of prehistoric nasties to hunt you down.

Why you must play it: Making everything, including the backgrounds, fully real-time gives Dino Crisis an even more cinematic and tense feeling; the camera can move Silent Hill-style, and you never know when a giant dino could burst right through the door or smash down a wall. Throw in branching paths for the story and some vicious enemy AI (the raptors aren't as dumb as the zombies you're used to, believe us) and you have a contender worthy of being spoken about in the same breath as Resident Evil.



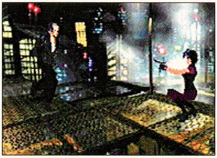
Are they going to hire some real voice-actors this time? OK, RE1 was ridiculous, but RE2 was better and Dino Crisis isn't bad at all. There might be a couple parts that raise an eyebrow or a elicit a chuckle, but there's no "Jill sandwich"-sized cheesemo dialogue—at least from what we've seen so far.

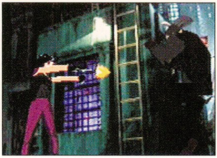
Fear Factor

What it is: A four-disc-long Hong Kong actio adventure featuring anime-style characters in a prerendered environment.

Why you must play it: You have to at least see it for its unusual graphics style: The game uses stylized polygonal characters that roam around prerendered scenes with fixed third-person cameras, Resident Evil-style. But what's most interesting is that the game uses a great deal of looping video for the backgrounds, which lends the scenes a sense of dynamic realism that you don't often see in games with rendered environments. The characters are interesting, street-savvy mercenary types that you'll grow familiar with through the frequent cinematic cutscenes. And the game is loaded with dual-pistols-blazing action reminiscent of a John Woo film.

But image is nothing... It's hard to pull off intense action sequences in static environments, especially with problems of targeting tha arise from a fixed third-person camera. Load times could also become an issue.



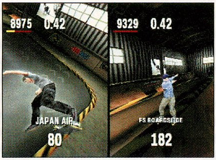


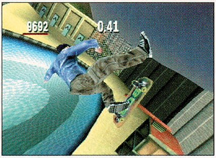
Tony Hawk's Pro Skater

What it is: The PlayStation's first truly respectable skateboarding game.

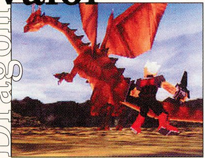
Why you must play it: If you're into skateboarding (and even if you're not), there's no better 'boarding choice yet on the PlayStation. The game includes huge, wide-open 3D arenas loaded with ramps, rails and bowls that give the player plenty of opportunities to pull some nasty tricks. A two-player split-screen mode lets you serve your friends a heapin' helping of pavement casserole, and other unusual competitive modes mix things up and add replay value.

No kneepads included: The only way we could see this game falling on its face is if the courses we've seen that are only partially complete (or not at all) turn out to be serious duds, because what we've already seen looks great. We've also noticed in our preview version a tendency for the controls to get a little fluttery, especially when coming up off a ramp or pool—but we're expecting this to be fixed.





Dragon Valor



What it is: A new action/RPG from Namco, and the sequel to their old 8-bit game Dragonbusters.

Why you must play it: For starters, Namco has proven themselves masters of PlayStation graphics (just look at R4 or Ace Combat 3 if you need proof), and it shows in Dragon Valor. Fully polygonal, the huge dragons and awesome spell effects really shine. The visuals when your character turns himself invisible or casts huge ice spells or firestorms are amazing. Also, a story line that has you play different generations of heroes (playing one character, then his son, etc.) sounds intriguing. Plus, it's been a while since we've had a great action/RPG.

Shouldn't this one be in the "Too Early to Tell" section? Well, perhaps; w haven't had any hands-on time with Dragon Valor yet, but we have seen a good amount of gameplay and what we see looks very promising. Besides, if there's one company we had to trust to come through, it'd be Namco.

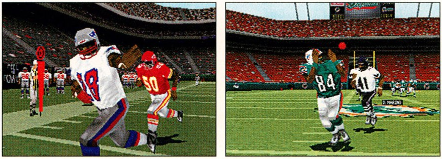
Grandia

What it is: Arguably the best RPG for Sega's Saturn console, finally brought over to the PlayStation.

Why you must play it: Although this game never came to America before now, many Saturn owners imported it because of its awesome reputation for impressive graphics and refreshing gameplay. The graphical style of the game is unlike any other—a colorful world that's both believable and unlike anything else at the same time. Intricate 3D dungeons, a dramatic, sweeping story line, and a refreshingly original battle system where players learn new attacks and spells based on what they use most to attack, all make Grandia something very special.

I heard this game couldn't be done on the PlayStation? We heard the same story—that the PlayStation didn't have enough RAM to store all the necessary graphics. Some small adjustments might have to be made, but so far the game still looks outstanding.

Madde



What it is: The latest entry in the long-running Madden franchise. But we're pretty sure you already knew that. **Why you must play it:** Last year's Madden was easily the most realistic PlayStation football game ever, but the slow gameplay, tedious running game and lethargic atmosphere turned some pigskin fans off. The developers of Madden acknowledged those problems and said they would fix them, and right now it looks like they're making good on their promises. The improvements to the game are obvious and impressive: In fact, the gameplay is already running much smoother and faster than its predecessor. Furthermore, the running game has been juiced up, thanks to better blocking assignments, the ability to break wrap-tackles and some of the best player animations we've ever seen. **Isn't Madden a little blustery now?** Madden is a little long in the tooth, but he really has little to do with the game, honestly. You should be more concerned that there's so many things that can go wrong with a sports sim that it's dizzying to even think about it. Madden football has precariously walked the tightrope of realism and fun, and sometimes it ended up falling.

R-Type Delta

What it is: A new addition to the world-famous line of R-Type side-scrolling shooters. A hybrid of 3D graphics and 2D gameplay.

Why you must play it: Delta has enough graphical flair (huge bosses, awesome 3D backgrounds, crazy weapon effects, etc.) to hang with Square's quintessential PlayStation shooter, Einhänder, but gameplay is where R-Type blows everything else away. Three different ships, all with their own different methods and weapons, and the infamous R-Type force pod. And of course, don't forget the hundreds and hundreds of baddies and bullets, from giant killer robots and ships bigger than the screen to nasty alien lifeforms that can't wait to dig their claws into you.

But didn't the shooter die with 16-bit? True, many developers abandoned the shooter once they had the chance to move on to 3D graphics, but it's not like the genre stopped being "fun" all of a sudden; games like Einhänder and R-Type Delta prove that there's still room for the genre to evolve.

n NFL 2000

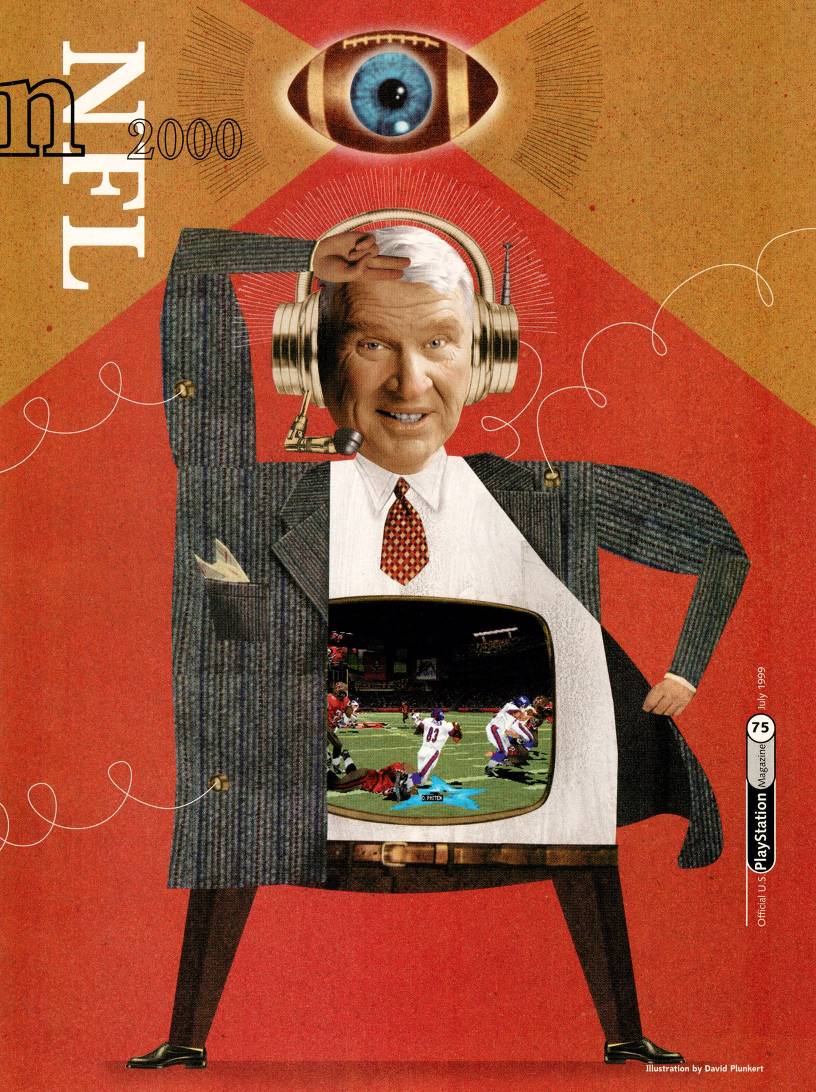


Illustration by David Plunkert

Close but no cigar

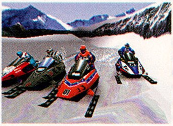
There were quite a few games that just missed getting onto the top 25, but making it onto this list is by no means an easy feat. Just look at the games that didn't make it.

Electronic Arts is shamelessly filling every sports niche known to man, and **SledStorm** was one of the big surprises of their E3 booth. This snowmobile racing game looked really good, and the control seemed very tight as well. One of the more interesting things about the game was its optional night mode where you race only by the light of your snowmobile, creating a very difficult and claustrophobic yet unique racing experience. For something a little more traditional look no further than the impressive showing of **NCAA Football 2000**. At first glance, it looked nearly the same, but after some substantial play, the game's slightly more realistic gameplay and a host of new options showed their colors. Also, EA's **NHL 2000** looked to be much improved over the disappointingly slow NHL 99. The fast gameplay harkens back to the best PlayStation hockey game ever, NHL 98.

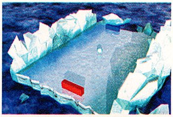
If sports isn't your thing, you might look forward to **Colony Wars: Red Sun**, by Psygnosis. The predecessor to this game, Colony Wars: Vengeance, was mired by a stupid save-game system, among other problems. This time, the series has new a developer that has acknowledged those problems (quite emphatically) and has already taken visible steps to fix them.

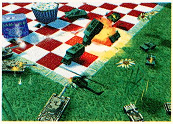
Taking steps to fix the tarnished (although well-deserved) reputation of crappy cartoon-licensed games is Infogrames, with **Bugs Bunny: Lost in Time**. This platformer surprised us with the smooth look of the old cartoons combined with solid control, gameplay and lots of carrots.

And finally, what better note to wrap up on than our surprise at how good Activision's update of **Space Invaders** is looking. It still looks and feels like the classic, and the new weapons and environments are fantastic. There are also some really huge boss aliens that spice up Space Invaders' alien row-blasting gameplay.



Too Early to tell





Sometimes we see games that have that certain something that looks like it could propel it into stardom, but the game is in such an embryonic state that we can't make a solid judgement on it. DreamWorks' World War II game, **Medal of Honor**, drew our interest in a *Saving Private Ryan*-sort of way because of it's originality and diverse gameplay. Plus, the same company that's making this game also made the movie.

Pong by Hasbro is a retro game whose design and flashy graphics caught our eye. Unfortunately, Hasbro has a horrid track record of updating old games (Frogger was mediocre and Centipede sucked), so we'll keep a wary yet hopeful eye on this one.

We were pleasantly surprised by GT Interactive's **40 Winks**, a cute 3D platformer somewhere between Spyro and Eidos' overlooked adventure Swagman, but though the graphics look fantastic there just wasn't enough shown at E3 to convince us that the gameplay will be equally solid. Also surprising was 3DO's **Army Men Air Attack**, which has players piloting miniature helicopters in giant-sized real-world environments. Though we were only able to view one level, the gameplay seemed surprisingly deep.

We also saw a bit of **THQ's new WWF wrestling game**, and though we're not able to comment on the game itself we can say that it's being developed by the company behind the Toukon Retsuden series in Japan, which is arguably the best wrestling franchise out there. With this talent behind it, a solid game is virtually assured.

On Sale Everywhere

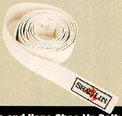
Official U.S. PlayStation Magazine

THE ONLY MAGAZINE WITH A DEMO DISC EACH ISSUE!

NEXT MONTH: **Final Fantasy VIII,**
3Xtreme, Tiny Tank, Jade Cocoon, Macross VFX 2, Centipede, You Don't Know Jack, Ultimate 8-Ball, NFL GameDay 2000, NFL Xtreme 2, Shao Lin, Medal of Honor

epLaY

OPM secretly discovers what happens when two cultures collide

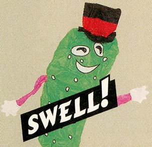


	3Xtreme Toy Skateboard	His and Hers Shao Lin Belts	ClayFighter 3 Figurine	NFL Blitz Denim Jacket	3Xtreme Thermos
Where we got it:	989 Studios sent us a box full of 3Xtreme stuff, including the game and this Santa Cruz skateboard toy.	Martial arts gi belts sent to us without the actual gis. Not very useful, and it appears that the eBay community agreed.	This item dates back to years ago when Interplay actually thought ClayFighter might sell on the PlayStation. It didn't, but this did.	When NFL Blitz hit the PlayStation, Midway sent us this promotional jacket with logo and all.	This is the other item sent with 3Xtreme. The thermos was funny enough by itself, but who knew it would contain tubed meats?
On-sale item description:	The geniuses at 989 have managed to convert a Santa Cruz toy finger-skateboard into a 3Xtreme board by placing a 3Xtreme sticker on the box. Clever workmanship coupled with an excellent toy really makes this a must-have for skate punks in training and 3Xtreme fans.	For the serious fighting game couple only—his and her official Shao Lin belts from the THQ PlayStation game Shao Lin. Put them on and impress your friends, family, fellow club goers, or even your sensei. The stunning official Shao Lin logo is painstakingly embroidered onto this powder-white belt. This is a pair from an extremely limited edition—you won't want to miss out!	Whether you are a fan of the PlayStation fighting game or just an art lover in general, you can't do without this stunning limited-edition ClayFighter 3 statuette. Note the detail in his hideous expression, and the action-packed pose that captures the chaos, the thrills, and yes, the excitement of a true clayfight. Broken left hand only adds to the value and unpredictability of this piece—how could you possibly continue to live without it?!	Think you're the man at NFL Blitz? Surely not, until you score touchdowns wearing this swanky piece of clothing created by the fashion designers at Midway of San Jose. You'll feel nearly as tough as a football player when you beat your opponents while sporting these threads. At the mall or out on the town, this jacket says "STYLE."	Apparently, skate punks love to haul around thermoses full of tubed meat, so here it is straight from 989 Studios—the 3Xtreme Slim Jim Thermos. Inside this finely crafted plastic thermos are approximately 20 unopened Slim Jims. Impress your friends with your tubed meats encased in this sturdy, eye-catching beverage holder.
Actual Retail Value	$5.00	$2.00	$1.00 (more if it weren't damaged)	$50.00	Slim Jims – $10.00 Thermos – $5.00 Total – $15.00
Opening/ Closing Bid	$.50/$5.51	$.50/$0.00 - No Takers!	$.50/$.50	$.50/$13.52	$.50/$5.50
Total # of Bids	5	0	1	19	4
What possessed you to bid on this?	No comment.	How something as elegant as this pair of belts didn't sell is beyond us. We're guessing that none of the budding martial artists felt worthy enough to don such remarkable clothing.	"I bought this because I'm a huge video game fan and I think it's the video game related items like action figures that make a great collection." Willie Meeks, 20 Sheffield Lake, Ohio	"Just LOOK at that Jacket, too COOL! I mean like it's ME! I have to have it, you know. I am the GOD of Blitz, Da MAN! I wanted this Jacket 'cause it represents my Mad Crazy skills. YA!" Mark Johnson, 24 Redwood City, CA	"Dude! After spending a morning eating the Slim Jims from a similar mailing, I got ADDICTED! I'm dreamin' Slim Jims, man!" Erica Kohnke, 27, San Francisco, CA [Erica works for Linn PR, a game company PR firm.]

The PlayStation culture has grown so dynamically that it has extended way beyond just game discs and has spilled into every segment of everyday life. One of the only other things on Earth that has grown as quickly is eBay (www.ebay.com), the Internet auction site notorious for its insane items, nutty prices and, most important, crazy people who will buy anything. It too, is a culture of its own. Now it's time for the two forces to join.

During *OPM*'s two years of existence, its editors have received lots of interesting PlayStation merchandise. Some

(continued on next page)



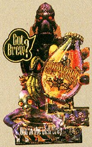
Professor Pickles	Tekken Drink	Croc Plush Toy	O.D.T. hats	Parasite Eve Stand-up Display
Don't worry, this isn't the real Prof. Pickles, but a clone also sent to us by the same pickle-pimping Agetec PR person as the real deal.	Where else do you think you could possibly get a video game-related drink? Japan, of course!	Honestly, we're being swept under by the legions of these things sent to us by Fox Interactive. They're almost worse than tribbles.	These hats Psygnosis sent us definitely don't do this game justice, since they aren't absolutely horrible.	Square sent this Parasite Eve stand-up to us as the review copies of the game went out. We just don't have any room for it!
Meet Professor Pickles—made famous on the binding and in the pages of OPM. Almost two feet tall, this inflatable pickle has four hot-pink posable limbs and a certain something you can't quite put your finger on. Fluent in 12 languages, a brilliant conversationalist, social commentator and avid PlayStation buff, Prof. Pickles adds life to any occasion. Comes with certificate of authenticity straight from the OFFICIAL U.S. PLAYSTATION MAGAZINE.	Collectors and Tekken fans take note—the ultimate item is here. This Heihachi edition of the line of Tekken drinks has only been opened once, and still has all of its original luster. Perfect for any TV-top, mantle or knick-knack area, this extremely rare piece is a sure conversation-starter that says to the world, "Hey, I like Tekken." Previous Tekken-based drinks have recently sold for as much as four times their original value—don't pass this one up!	From the smash hit PlayStation video game comes this stunning four-inch tall plush toy of every kid's hero—Croc the crocodile. Complete with backpack and surprised expression, Croc comes ready for hours and hours of adventure with kids of all ages. Sure to be the next Beanie Baby. In near-mint condition.	Now is your chance to tell the world how you feel about O.D.T. with this set of three baseball hats, bearing the "Escape...or die trying" catch phrase on everyone's lips these days, and even the game's Web site address on the back. With this three-pack there's enough for the whole family, and they make the perfect gift! Sure to go fast!	As seen in stores, from last year's smash hit Square RPG comes this huge cardboard display. Featuring all three main female characters from the game, the stand-up requires some assembly but it's worth it. Near-mint condition and shipped to your door.
Priceless.	500 yen (approx. $4.25)	$6.00	$30.00	$20.00
$.50/$1.75	$.50/$5.00	$.50/$.60	$.50/$8.00	$.50/$10.50
2	5	2	4	10
"I work right next to Rob 'Pickle King' and I needed a Pickle to thwart the pickle that's been mocking me from Rob's corner of the office." [Somehow she actually found our auction.] Erica Kohnke, 27 San Francisco, CA	"I am an avid Tekken fan since the beginning. Rare Tekken memorabilia is artwork to me. I always hope to add more to my collection." Rommel Mendiola, 26 Concord, CA	"The toy is for my 6-year-old daughter Lauren. She loves the game Croc. The toy will be a keepsake for her and it was a great deal to get on eBay." Raymond Price Drexel Hill, PA	"I bought the hats because I collect them and they were a good price." David Carrol, 22 Winston-Salem, NC	"I bought the display because it's a nice collectors piece for any SQUARESOFT fanatic, and being one, I wanted to add this to my collection." Jeff Hawkins, 16 Vista, CA

of it has been bought in our worldly travels, while the most bizarre trinkets have been sent to us by the public relations departments of game companies.

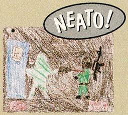
But then, like cherished heirlooms, it was time to pass them onto you. Unbeknownst to eBay and its patrons, *OPM* set up five-day auctions to find out what these items would fetch. After each auction closed, we quizzed the buyers regarding their reasoning for bidding, and then sent the item to them so that they might enjoy it for the rest of their lives.

(We would never make money from the sale of such prized items. All the money is being donated to charity, and the items are being shipped to the buyers free of charge. Aren't we good chaps?)

syphon filter



Rival Schools
CAPCOM
Fighters Edge



	Mega Man Stand-Up Poster	Syphon Filter T-Shirt	Oddworld Stand-Up Poster	Rival Schools Stand-Up Poster	Metal Gear Solid Original Artwork
Where we got it:	Capcom sent us this fancy poster to promote Mega Man Legends for the PlayStation.	This is just one of the Syphon Filter goodies we got. The other was a silver suitcase that we're just not gonna part with.	Frankly, we can't think of a better promotional stand-up item than one of an alien asking if you "Got Brew?" Thanks, GT Interactive!	Ah, here's yet another promotional stand-up sent to us from Capcom, which seems awfully fond of sending the press these things.	Sent in by just one of our incredibly talented OPM readers. Believe or not, we get several of these everyday—but rarely of this level of quality.
On-sale Item description:	Come get a full-color poster of the character most milked by Capcom over the last few years, Mega Man! True fans of the series definitely won't be disappointed!	A promotional tie-in from 989 Studios' sleeper hit spy-action PlayStation game, this 100% cotton extra-large T-shirt fits all. Complete with green Syphon Filter logo on the front and 989 and PlayStation logos on the sleeves. No real fan of the game should be without it.	If you like the smell of Abe's farting, then this is definitely the collector's item for you. Colorful and huge, it'll be just like Abe is hanging out with you. Perfect for lonely people!	This huge cardboard store display from Capcom's fighting game Rival Schools: United by Fate has never been used and is in mint condition. Perfect for any home, apartment or dorm room. Setting it up and taking it down is a snap, too. Truly a collector's item for any Capcom fan.	Based on the hit Konami espionage/adventure game, this suitable for framing, stunning piece of original artwork is perfect for any home or office. You really have to see this one in person—pictures cannot do it justice; depicted is Snake in his stealth suit, firing his SOCOM pistol into an unsuspecting guard. It truly captures both the high-intensity action and sneaky stealth elements of this classic game.
Actual Retail Value	$20.00	$15.00	$20.00	$20.00	Priceless
Opening/ Closing Bid	$.50/$16.25	$.50/$6.00	$.50/$.50	$.50/$11.01	$.25/$.25
Total # of Bids	10	7	1	10	1
What possessed you to bid on this?	"The Mega Man character's lineage sweetens with age and advancing game technology; I'm proud to have this cut-out of the Boy in Blue guarding my doorway." Damon Bradshaw, 24 Springfield, MO	"Hey, first of all I would like to mention how much I like your magazine. I love Syphon Filter and when I saw the Syphon Filter shirt auction on eBay, I just knew I had to get it. Thanks a lot OFFICIAL U.S. PLAYSTATION MAGAZINE!!" Rhett Dickerson, 18 Lufkin, TX	"I wanted to buy every thing you had up for auction but I am broke right now. I guess I bought it to go with all the others I have but mainly because video games are my life. If you look up hardcore gamer in the dictionary you'll see a picture of me." Willie Meeks, 20 Sheffield Lake, OH	"RS is my favorite Capcom fighting game and Hinata and Tiffany are, by far, my favorite characters from any fighting game." David Nemire, 26 Toledo, OH	"While looking for Metal Gear Solid action figures, I happened across this wonderful child's drawing of a scene from MGS. Hoping it was a proud young artist, I decided to bid on it and find out. I can't wait to hang it on the wall of my den." Kristopher Jeter, 36 Oceanside, CA

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STREET FIGHTER ALPHA 3

THE ISMS

You have a choice of three ISMs in Street Fighter Alpha 3. The one you choose will dictate how much damage you take and receive, the size of your Guard Meter and even what moves you have available.

X-ISM: Your character deals out more damage, but also takes more from attacks. You only have use of a single Super Combo move. You also get a longer Guard Meter, and your Super Meter will only store one level. You cannot Air Block, use the Ground Recovery Roll or Taunt. Your Super Meter fills up slowly in this ISM.

A-ISM: The most balanced ISM, since most characters have access to all their moves: regular, special and Super Combos. The Super Meter fills up at an average speed, and characters dish out and take damage at an average level.

Y-ISM: Characters inflict less damage and they lose all their Super Combos. Also, some regular combos may not work. However, you do have access to Original Combos, activated by pressing a punch and kick of the same strength, and your Meter fills up very quickly.

UNLOCKING THE SECRETS

The various secrets in Street Fighter Alpha 3 are unlocked either by accomplishing certain things or simply letting the game timer reach certain levels. The secrets and how to access them are as follows:

SECRET	TIME UNLOCK	MANUAL UNLOCK
Play as Guile	96 hours	Get your character to at least Level 27 by the time you beat Stage 19 of the Tour Mode. A new stage will open; beat it to get Guile.
Play as Evil Ryu	120 hours	Get your character to at least Level 30 by the time you beat Stage 20 of the Tour Mode. A new stage will open; beat it to get Evil Ryu.
Play as Shin Akuma	N/A	Get your character to at least Level 32 by the time you beat stage 20, and Evil Akuma will be available. Highlight Akuma, press and hold the L2 button, then press any button to select him.
Play as Alt. Balrog	N/A	Beat World Tour Mode without getting to Stage 20 (Guile). Highlight Balrog, hold L2 and press any button to select him.
Team Battle	16 hours	Defeat the first China stage in World Tour Mode.
Survival Mode	24 hours	Defeat Point 48106 Stage.
Dramatic Mode	72 hours	Set difficulty to 8, defeat Arcade Mode.
Final Battle	32 hours	Set difficulty to 7 or 8, defeat Arcade Mode.
Dual Mode	N/A	Defeat Dramatic Mode with both Juli/Juni and Ken/Ryu.
Classical	3 hours	Defeat Arcade Mode at difficulty 6.
Saikyou	4 hours	Defeat Arcade mode at difficulty 7.
Mazi	5 hours	Defeat Arcade mode at difficulty 7. (Classical, Saikyu and Mazi will unlock if you beat Arcade Mode at level 8.)

GENERAL STRATEGIES

- **CHEAP SWEEP**

Sweep your opponent as he/she is landing from a jump; he/she can't block it. The CPU will often fall for repeated sweep kicks at lower skill levels.

- **V-ISM TRICKS**

When using V-ISM Mode, you'll get the best results by using LP + LK to activate the Original Combo. The shadows are close together, usually giving you two hits for every blow you land.

- **MULTIHIT MOVES**

If you start a multihit move as the CPU gets up you'll prevent it from attacking. Usually it will just block, and you can then Sweep Kick when your move is complete. Only do this if recovery time from your move is short.

- **STOP RUSHING ATTACKS**

Most rushing attacks can be neutralized by rapidly jabbing as your opponent rushes toward you.

- **DON'T GAMBLE**

Instead of gambling everything on a Level 3 Super Move, use three separate Level 1 Super Moves. If they all connect, you'll actually do more damage. Plus, you can recharge your lost level quickly, so you can do Level 1 attacks quite often.

KEY MOVES

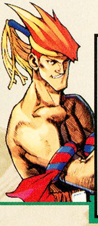
- **MOVES KEY**

G - Used while on the ground
A - Used while in the air
R - Used while recovering from aerial hit

- **COMBO KEY**

OC - Original Combo (V-ISM Mode)
ST - Standing attack
CR - Crouching attack
JP - Jumping attack
JD - Jumping deep attack
DP - Deep attack (VERY close)

Damage listed is the maximum possible for that particular move. That means it is the damage done with either HP or HK, or by charging the move the maximum amount of time. Damage for each move is listed in each of the ISM Modes. If a move does not have damage for a particular ISM listed, that move is not available in that ISM.



ADON

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Jaguar Tooth	↓↙←Ⓚ	G	X-16	A-14	V-16
Rising Jaguar	→↓→Ⓚ	G	X-21	A-19	V-16
*Jaguar Kick	←↓←Ⓚ	G	X-8	A-12	V-10

**In X-ISM Mode, all Jump Kicks become Jaguar Kicks and can't be triggered normally.*

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Jaguar Assault	↓↘→↓↘→Ⓟ	G	X-48	A-48	
Jaguar Revolver	↓↘→↓↘→Ⓚ	G		A-68	

COMBOS	HITS	ISMs & DAMAGE		
LP, LP, LK	3	X-29	A-17	V-15
MP, HK, Rising Jaguar	3	X-36	A-31	V-27
MP, HP, Jaguar Assault	7	X-62	A-60	
(OC-DP) HK, Jaguar Tooth, HK	6			V-33
(OC-JP) MP, (ST) MP, (CR) HP	6			V-42

PLAYING AS...

A close-range fighter who has good, unpredictable rushing attacks. Use his Jaguar Tooth a lot; it'll get you safely over missile attacks, and CPU opponents often won't block it. When in X-ISM Mode, use his jumping kicks to take out opponents in the air. Despite its lower damage, the Jaguar Assault Super Combo is more useful, because it's easier to hit your opponent with it.

PLAYING AGAINST...

Let him come to you, block his attacks, then counterattack. Sweep him after you've blocked a Rising Jaguar or Jaguar Kick. He's easier to fight if you stay on the ground and don't try to jump in on him. Missile attacks generally don't work; he'll use Jaguar Tooth or Jaguar Kick to hop over them and attack you.

PLAYING AS...

Akuma's more useful at close range. Use his Tatsumaki-Zankuukyaku, Gou-Shoryu-Ken Combo a lot. The CPU will often block the first attack, but not the second. Even if it blocks both, you'll do block damage and whittle down foes' Guard Meters. His best Super Combo is the Messatsu-Gou-Shoryu. Use the Shun Goku Satsu, as it's unblockable. To make sure it hits, knock your opponent off his/her feet, then while you're right next to him/her, activate it while he/she is getting up.

PLAYING AGAINST...

If you've got missile attacks, use them to counter his fireballs. If you've got attacks that come from odd angles, use 'em to get past his fireballs and attack. If you have neither, simply back away from him and jump over the fireballs he throws. When cornered, jump and attack with your best aerial move as he jumps in, or block and counter if he attacks low.

AKUMA

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Gou-Hadou-Ken	↓↘→Ⓟ	A/G	X-13	A-11	V-9
*Gou-Hadou-Ken Red	→↓←Ⓟ	G	X-12	A-12	V-12
Gou-Shoryu-Ken	→↓↘Ⓟ	G	X-28	A-25	V-23
Tatsumaki-Zankuukyaku	↓↙←Ⓚ	A/G	X-16	A-16	V-16
Ashura Warp	→↘ LP HP HP	G	N/A		
Demon Roll	↓↙←Ⓟ	G	N/A		
100 Demon Somersault	↓↘→Ⓟ	G	N/A		
• Followed by •		P		A-17	V-15
		K		A-21	V-17

**The HP version of this move will cause three hits.*

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE	
Shun Goku Satsu	LP LP P HP LK HP	G	X-70	A-70
Messatsu Gou-Shouryu	↓↘→↓↘→Ⓟ	G		A 69
Messatsu Gou-Hadou	→↓←→↓←Ⓟ	G		A 28
Tenma Gou-Zankuu	↓↘→↓↘→Ⓟ	A		A 48

**Requires three Super Bars*

COMBOS	HITS	ISMs & DAMAGE		
HK, Tatsumaki-Zankuuky, HP, Gou-Shoryu-Ken	5	X-24	A-24	V-23
HP, HP, Gou-Shoryu-Ken	4	X-45	A-40	
HP, HP, Messatsu Gou-Shoryu	9		A-77	
(OC) HP, Gou-Hadou-Ken Red, HP, Gou-Hadou-Ken	5			V-20
(OC) HK, Tatsumaki-Zankuukyaku, HP, Gou-Shoryu-Ken	9			V-32

BALROG

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Dash Straight	Charge ← →Ⓟ	G	X-17	A-16	V-13
Dash Upper	Charge ← →Ⓚ	G	X-21	A-18	V-16
*Turn Punch	ⓅⓅⓅ ⓀⓀⓀ	G	X-111	A-93	V-75
+Buffalo Head	↓↑Ⓟ	G,R	X-17	A-15	V-13
Dash Straight Low	Charge ← ↓→Ⓟ	G		A-14	V-12
Dash Upper Low	Charge ← ↓→Ⓚ	G		A-10	V-8

**The longer you hold down PPP or KKK, the more damage it will do. Charge for about 30 seconds for maximum damage.*
+In V-ISM Mode, this can be used at any time.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE	
*Crazy Buffalo	Charge ← →←→Ⓟ	G	X-60	A-60
+Gigaton Punch	Charge ← →←→Ⓟ	G		A-68

**If you hold K, he'll deliver Dash Uppers.*
+Requires three Super Bars.

COMBOS	HITS	ISMs & DAMAGE		
LP, LP, LP	3	X-9	A-9	V-9
(JP-DP) HP, (ST) HP	2	X-34	A-29	V-23
(ST) LP, LP, HP	5			V-16
(OC-JP) HK, LP, HP, Dash Straight	6			V-33

PLAYING AS...

Stay on top of your opponent as much as you can with Balrog, and try to stay on the ground too. Mainly rely on his LP attacks to deliver quick combos whenever you get an opening. When you have a chance, use HP. It's pretty quick, has a long reach and does a lot of damage. Charge back at all times so you can deliver a Dash Straight Low at any time. Against a human, mix it up with his other charge moves. Use the Crazy Buffalo whenever you can. It's quick and harder to block than most of his attacks.

PLAYING AGAINST...

Use missile attacks to hammer him from a distance. When he rushes, you can either do quick jabs to knock him out of his attack, or Sweep Kick him (most attacks will work, just time them properly). He's also pretty easy to jump in on, as he doesn't have the best anti-air attacks or a powerful throw.

BIRDIE

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Bull Head	Charge ← → Ⓟ	G	X-19	A-16	V-13
*Bull Horn	ⓅⓅⓅ or ⓀⓀⓀ	G	X-63	A-52	V-44
Murderer Chain	→ ↓ ← ↑ Ⓟ	G	X-32	A-30	V-28
Bandit Chain	→ ↓ ← ↑ Ⓚ	G	X-31	A-29	V-27
*The longer you charge this, the more damage it does. For maximum damage, charge for about 30 seconds.					
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
The Birdie	Charge → ← → ← Ⓟ	G	X-64	A-64	
Bull Revenger	↓ ↘ → ↓ ↘ → Ⓟ	G		A-64	
COMBOS		**HITS**	**ISMs & DAMAGE**		
(JP) MP, (ST) LK		2	X-22	A-19	V-16
(JP) LK, (ST) LP		2	X-15	A-13	
*(ST) LP, (ST) LP, Murderer Chain		2	X-34	A-31	V-28
(OC) LP, MP		5			V-27
(OC-JP-DP) HK, LP, MP		5			V-35
(OC) LP, LP, Bull Head		4			V-24
*Not really a Combo, but the opponent can't do anything after the first hit.					

PLAYING AS...

The key to using Birdie lies in mastering the Murderer Chain. It can be used as you land from a jump, after a blocked Bull Head or Birdie, and is great for counterattacking after you've blocked an attack. Charge back at all times, so you can attack with a Bull Head quickly if your opponent leaves an opening. The Bull Revenger is hard for opponents to avoid, but you've got to accurately judge the distance or you'll waste it and leave yourself open for a counterattack.

PLAYING AGAINST...

Hammer him with missile attacks from a distance. When he charges, attack to knock him out of his attack. You can also block his rushing attack, then counterattack with a Super Combo for good results. Stay a short distance away from him, or he'll do one of his power throws for some heavy damage.

PLAYING AS...

Use the Rolling Attack and Backward Rolling a lot, and switch between them as often as possible. The Rolling Attack is best used against opponents who mainly stay on the ground. The Backward Rolling is best against opponents who jump around a lot. Electric Thunder is a good all-around defense. Activate it when the opponent is jumping in or rushing Blanka. The Ground Shave Roll is Blanka's best Super Combo. Don't delay its delivery unless your opponent jumps as you activate it. If he/she does, delay it so you can still hit him/her.

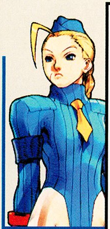
PLAYING AGAINST...

Quick jabs are best for knocking him out of his Rolling Attack. Rushing attacks are useless, unless you can catch him while he's recovering. Missile attacks are somewhat useful, though his constant jumping hampers their accuracy. If you don't have missile weapons or attacks from odd angles, your best bet is to block his attacks, then nail him with a long-reaching attack when he's recovering from a Rolling Attack.

BLANKA

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
*Electric Thunder	Tap Ⓟ repeatedly	G	X-16	A-14	V-12
Rolling Attack	Charge ↑ → Ⓟ	G	X-19	A-16	V-14
Vertical Rolling	Charge ↓ ↑ Ⓚ	G	X-16	A-14	V-12
Backward Rolling	Charge ← → Ⓚ	G	X-17	A-15	V-12
Leaping Dash	← or → + ⓀⓀⓀ	G	X-0	A-0	V-0
*The weaker the P button used, the longer the move will last, and the less damage it will do.					
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
Grand Shave Roll	Charge ← → ← → Ⓟ holdⓅ releaseⓅ	G	X-45	A-45	
*Tropical Hazard	Charge ← ↓ ↙ ← ↑ Ⓚ	G		A-55	
*Tap any button while Blanka is hanging from the top of the screen to shake more fruit down. Fallen fruits can be hurled by either player; simply attack them and they will fly. The stronger the attack, the longer the distance they will go.					
COMBOS		**HITS**	**ISMs & DAMAGE**		
(JD) HP, (ST) HP		2	X-37	A-32	V-26
Leaping Dash, MP (tap MP)		2	X-28	A-24	V-20
(JD) HP, (ST) MK		3	X-35	A-30	V-24
(OC) LP, MP, HP, Rolling Attack		9			V-32
(OC-JP-DP) HK, (ST) LP, MP, HP, Rolling Attack		11			V-43

CAMMY



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Spinning Knuckle	→ ↘ ↓ ↙ ← Ⓟ	G	X-19	A-16	
Spiral Arrow	→ ↘ → Ⓚ	G	X-8	A-7	V-12
Cannon Spike	↓ → Ⓚ	G	X-20	A-17	V-15
Hooligan Roll	← ↓ → ↑ → Ⓚ	G			
*Cannon Strike	↓ ↙ ← Ⓚ	A			V-10
+Counter Stance	↓ ↙ ← Ⓟ	G			V-15
*Only usable when jumping forward, and before the peak of her jump. +If hit with a high attack during this stance, Cammy will do a Cannon Spike.					
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
Spin Dive Smasher	→ ← → ← Ⓚ	G	X-58	A-58	
Reverse Shaft Breaker	↓ ↙ ← ↓ ↙ ← Ⓚ	G		A-43	
*Phantom Layette	Charge ↓ ← ↓ → ↓ ↑ ← Ⓚ	G		A-60	
*Requires three Super Bars.					
COMBOS		**HITS**	**ISMs & DAMAGE**		
(ST) HP, (ST) Spin Dive Smasher		10	X-73	A-71	
(OC-ST) HK, (ST) HK, (ST) HK		4			V-33
(OC-ST) LK, (ST) LK, (ST) HK, Cannon Spike		3			V-18
(OC) HK, Cannon Spike, HK, Cannon Spike		3			V-28

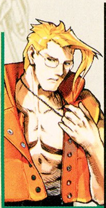
PLAYING AS...

Stay close to your opponent and use the Spinning Knuckle and Cannon Spike. The Spinning Knuckle allows Cammy to attack safely through opponents' attacks. Use the Cannon Spike as an anti-air attack, or use it when your opponent leaves an opening a short distance away. The Spin Dive Smasher and Reverse Shaft Breaker are her best Super Combos. Use the SDS when your opponent leaves an opening on the ground, and the RSB if he/she jumps at you.

PLAYING AGAINST...

Move immediately if you see her activate her Hooligan Roll. The CPU is excellent at throwing with her. Plus, if you move out of its path, you can attack her as she lands. Don't use charging attacks, as she's good at counterattacking them. Try to hit as she lands from jumps or Cannon Spikes—those are two of the only times she's vulnerable.

Charlie



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Sonic Boom	Charge ← → P	G	X-9	A-8	V-7
Somersault Shell	Charge ↓ → K	G	X-20	A-18	V-16
*Sliding Dash	→ →	G		A-8	V-7

**Pressing K at the start of the dash causes Charlie to do a Rising Knee Kick.*

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Somersault Justice	Charge ↓ ← ↓ → ↓ ↑ ← K	G	X-68	A-68	
Sonic Break	Charge ← → ← → P	G		A-54	
Crossfire Blitz	Charge ← → ← → K	G		A-53	

COMBOS	HITS	ISMs & DAMAGE		
(JP-DP) HP, (ST) HP	2	X-37	A-31	V-25
LP, LK	2	X-12	A-10	V-8
(OC) HP, HP, Sonic Boom	3			V-21
(OC-DP) LK, HK, Somersault Shell	6			V-22
*(OC) HK, Somersault Shell, HP, Sonic Boom	6			V-26

**If done to an opponent trapped in the corner, HK Somersault can simply be repeated for up to 19 hits and 54 damage.*

Playing As...

Harass your opponents with Sonic Booms when they are at a distance, and Somersault Shells when they get close or if they jump in on you. If they leave an opening, use the Sonic Break (if they're at a distance) or the Crossfire Blitz (if they're close). If you can master the trigger sequence for the Somersault Justice, use that as much as possible.

Playing Against...

The CPU will cheat with his Sonic Booms and Somersault Kicks, activating them without charging them at first, so pay attention. Low attacks, especially sliding low attacks, will often take Charlie by surprise. He's also vulnerable to off-the-ground rushing attacks like Blanka's Rolling attack. He likes to jump in high-low attacks that end in a Somersault Roll, so be defensive when he jumps in on you.

Chun-Li

Playing As...

Charge whenever possible, so you can nail close or jumping opponents with the Tensho-Kyaku. If you're in X-ISM Mode, charge 1, so you can do the Tensho-Kyaku or the Spinning Bird Kick. Use her DF + HK Jumping Flip to jump over close attacks and surprise opponents. Tap LK while it's going off to activate the Hyakuretsu-Kyaku as she lands. If your opponent is close and leaves a big opening or is jumping in, use the Kikou-Shou Super Combo. Otherwise rely on the Thousand Burst Kick.

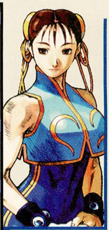
Playing Against...

Try to stay on top of her, but remember that her Jumping Flip and Flip Kick both have to be blocked high. You can also knock her out of her Flip Kick with a low attack. If you're close to a full screen away, you don't have to block her Kikou-Ken. It'll dissipate by the time it reaches you.

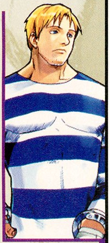
SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Sohakkei	Charge ← → P	G	X-20		
Spinning Bird Kick	Charge ← → K	G/A	X-20		
Tensho-Kyaku	Charge ↓ ↑ K	G/R	X-17	A-15	V-13
Hyakuretsu-Kyaku	Tap K rapidly	G	X-22	A-22	V-22
Kikou-Ken	← ↙ ↓ ↘ → K	G		A-10	V-8
Flip Kick	→ ↘ ↓ ↙ ← K	G		A-13	V-11
Wall Jump	Tap away from the edge of the screen	A	X-0		

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Thousand Burst Kick	Charge ← → ← → K	G	X-55	A-55	
Kikou-Sho	→ ← → ← P	G		A-55	
Hazan Tensho-Kyaku	Charge ↓ ← ↓ → ↓ ↑ ← K	G		A-62	

COMBOS	HITS	ISMs & DAMAGE		
(JP-DP) LK, LK, Hyakuretsu-Kyaku	2	X-11	A-10	V-9
LP, LK, LK, Hyakuretsu-Kyaku	3	X-16	A-14	V-12
LP, (CR) LK, LK, Hyakuretsu-Kyaku	3	X-16	A-14	V-12
(OC-DP) LK, MK, HK	4			V-25
(OC-DP) HK, Tensho-Kyaku, HK, Tensho-Kyaku, HP, Kikou-Ken	13			V-26



Cody



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Criminal Uppercut	↓ ↙ ← P	G	X-24	A-22	V-20
Rufian Kick	↓ ↘ → K	G	X-17	A-15	V-12
*Bad Stone	↓ ↘ → hold P then release P	G	X-23	A-19	V-16
Bad Spray	← ↓ ← ↓ P	R		A-10	V-8
+Gleam Knife	P P (over knife)	G	X-+2	A-+1	V-+2
Fake Bad Stone Throw	↓ ↘ → Select	G		A-0	V-0

**The longer you hold the stone, the more damage it will do when thrown.*

+Cody's punch attacks change and do increased damage when he has the knife. Also, the Bad Stone move will now throw the knife. Hit any punch button when picking up the knife to cancel the knife-tossing animation.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Final Destruction	→ ← → ← P	G	X-32	A-72	
Jab	Any button		N/A		
Ducking Punch	P P		N/A		
Gut Punch	Any Button after 2 Jabs		N/A		
Uppercut	Any Button after Gut Punch		N/A		
Throw	P P after gut punch		N/A		
Jumping Kick	Any button in the air		N/A		
Dead End Irony	→ ← → ← K	G		A-55	

COMBOS	HITS	ISMs & DAMAGE		
MP, HP, Criminal Uppercut	7	X-36	A-32	V-28
(CC) HP, Criminal Uppercut (three times)	8			V-28
(CC) HK, Ruffian Kick (repeat as opponent falls)	12			V-78

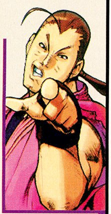
Playing As...

Use the Bad Stone whenever possible. It doesn't get weaker over distance and can hit foes as they jump or land. Charge it up before releasing for maximum damage. The Criminal Uppercut is useful but slow. You have to plan ahead to make it worthwhile. It does, however, snuff missile attacks. Grab the knife; it increases Cody's damage and extends his reach. When the opponent is close and leaves an opening, use the Final Destruction Super Combo.

Playing Against...

If you've got missile weapons, keep him at a distance and hammer him with them. Don't try to attack him while he's in the air. He's good at doing aerial throws. He's wide open after a Criminal Uppercut, so it's pretty safe to unload a Super Combo then.

DAN



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Gadou-Ken	↓↘→P	G	X-10	A-9	V-8
Kouryu-Ken	↓P P	G	X-18	A-16	V-13
*Dankuu-Kyaku	↓↙←K	G/A	X-20	A-17	V-15
Rolling Taunt	↓↘→ Start	G	X-0	A-0	V-0
Rolling Taunt	↓↙← Start	G	X-0	A-0	V-0
Saikyo-Ryu Guard	After block →+P	G		V-0	

*Can't be used in the air with X-ISM.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE	
Hissho Burai Ken	↓↙←↓↙←K	G	X-64	A-64
Shinkuu Gadou-Ken	↓↘→↓↘→P	G		A-45
Koryu Rekka	↓↘→↓↘→K	G		A-65
Chouhatsu Densetsu	↓↘→↓↘→	G		A-0
*Shin Chouhatsu Densetsu	↓↙←↓↙←	G		A-0

*Takes three Super Combo levels to activate, causes all buttons to be taunts for a time.

COMBOS	HITS	ISMs & DAMAGE		
MP, HP, Gadou-Ken	2	X-24		V-19
MP, HP, Koryu-Ken	2	X-33		V-23
MP, HK, Hissho Burai Ken	12	X-77	A-75	
(OC) LK, HK, Dankuu-Kyaku, HP, Kouryu-Ken	8			V-21
(OC) LP, MP, HP, Gadou-Ken	4			V-22

PLAYING AS...

His best special move is the Dankuu-Kyaku. Use it to close the distance between Dan and his opponent, or as punishment when his opponent misses an attack. The Gadou-Ken is useful if you can combo it off of LP or MP, otherwise don't bother with it. Use the Hissho Burai Ken Super Combo whenever you get an opening. Use the Koryu Rekka to attack jumping opponents. Don't bother with the Shinkuu Gadou-Ken.

PLAYING AGAINST...

Hit him until he falls down. Seriously, there isn't much of a trick to fighting Dan—pretty much anything will take him out. The only move you've got to watch out for is his Dankuu-Kyaku, which will nail rushing attacks, and many jump-in attacks. Block it and attack when he's recovering, or just wait for him to taunt and unleash a Super Combo.

DEE JAY

PLAYING AS...

Use X-ISM Mode with Dee Jay; the Jackknife Kick you get helps him a lot. Let opponents come to you while you charge DB so you can unleash the Jackknife Kick, Air Slasher, Machinegun Upper or Rolling Sobat whenever you see an appropriate opening. Use his D + HK Sliding Kick to get under attacks and knock opponents off their feet. Carnival Hook Kick is his most useful Super Combo.

PLAYING AGAINST...

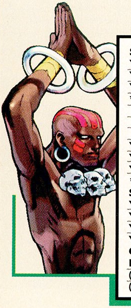
Missile attacks work pretty well against him. If he's in A-ISM Mode, it's pretty safe to jump in on him to attack. You can block the Rolling Sobat after the first hit, then counterattack while he's recovering. Don't let him get right on top of you, or he'll throw you.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Air Slasher	Charge↓ →P	G	X-9	A-8	V-7
Rolling Sobat	Charge← →K	G	X-21	A-18	V-15
Machinegun Upper	Charge↓ ↑P (tap)	G	X-36	A-32	V-27
Jackknife Maximum	Charge↓ ↑K	G	X-19	V-15	

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE	
Carnival Hook Kick	Charge← →←→K	G	X-65	A-65
Theme of Sunrise	Charge↓ ←↓→ ↑←K	G		A-53
Super Machinegun Upper	Charge↓ ←↓→ ↑←P	G		A 69

COMBOS	HITS	ISMs & DAMAGE		
LP, LK, LP	3	X-20	A-17	V15
(JP) MK, LP, LK	3	X-25	A-19	V-19
Charge DB, (CR) LP, HP, Air Slasher	2	X-12	A-12	V-11
Charge DB, (CR) LP, HK, Jackknife Maximum	4	X-22		V-19
(OC-JD) LP, LP, (CR) HK	5			V-25
(OC) HK, Jackknife Maximum, LK, Jackknife Maximum (repeat the LK/Jackknife Maximum as often as you can)	11			V-48

DHALSIM



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Yoga Flame	←↙↓↘→P	G	X-19		
Yoga Blast	←↙↓↘→K	G	X-20		
Yoga Fire	↓↘→K	G	X-14	A-12	V-10
*Yoga Teleport	DP, PP	G/A	X-0	A-0	V-0
or	DP, KK	G/A	X-0	A-0	V-0
or	RDP, PP	G/A	X-0	A-0	V-0
or	RDP, KK	G/A	X-0	A-0	V-0
Yoga Flame	→↘↓↙←P	G		A-12	V-10
Yoga Blast	→↘↓↙←K	G		A-12	V-10
Yoga Recovery	←↓←↓K	G		A-12	V-10

*Doesn't work in the air in X-ISM Mode.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE	
Yoga Tempest	←↓→←↓→P	G	X-59	
Yoga Inferno	↓↘→↓↘→P	G		A-62
Yoga Strike	↓↘→↓↘→K	G		A-71
Yoga Stream	↓↙←↓↙←P	G		A-59

COMBOS	HITS	ISMs & DAMAGE	
LP, Yoga Tempest	6	X-63	
(OC) HP, Yoga Fire, HP, Yoga Fire	4		V-28
(OC-DP) LP, LK, LK, LK	8		V-15

PLAYING AS...

Keep your opponent as far away as possible. One useful trick is to shoot a Yoga Fire, then when your opponent jumps over it toward you, nail him/her with a standing HK. The Yoga Teleport can be very useful, especially if your opponent has you pinned in the corner or keeps hitting you while you block. Yoga Inferno is his most useful Super Combo.

PLAYING AGAINST...

Be ready to attack when you see him teleport; he's wide open when he reappears, and he often appears right next to you. Block his "mummy" attacks (where he spins down from a jump) and attack as he lands. Try to stay on top of him so he can't take advantage of his long-range attacks.

E. HONDA

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Hyakuretsu Harite	Tap P rapidly	G	X-32 A-27 V-22
Super Zutsuki	Charge ← → P	G	X-14 A-12 V-10
Flying Body Splash	Charge ↓ ↑ K	G	X-16 A-14 V-12
Oitchou-Nage	360 P	G	X-26 A-23 V-20
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Super Head Ram	Charge ← → ← → P	G	X-46 A-46
Fuji-Oroshi	Charge ← → ← → K	G	A-70
*Super Oitchou-Nage	720 P	G	A-68
**Requires three Super Levels to activate.*			
COMBOS		**HITS**	**ISMs & DAMAGE**
(DP-CR) LK, HP, Super Zutsuki		2	X-14 A-12 V-10
(JD) LP, LP, Hyakuretsu Harite		3	X-24 A-22 V-20
(OC-CR) LK, HP, Super Zutsuki (repeat LK SZ often)		10	V-61
(OC-DP-CR) LP, LP, HP, Hyakuretsu Harite		6	V-22

PLAYING AS...

Stay close to your opponent and charge DB whenever you can, so you can activate the Super Zutsuki or Flying Body Splash when you've got an opening. Tap the P button as you perform any move or jump-in attack, so you can immediately start a Hyakuretsu Harite upon completion. The Fuji-Oroshi is his most useful Super Combo.

PLAYING AGAINST...

Keep him at a distance with missile attacks. If you don't have any, watch out for his Super Zutsuki and be ready to block it. If you're fast enough, jab him out of it. Wait for him to do a Flying Body Splash, then attack him while he's recovering. Be careful when jumping in on him or you'll get nailed with a Hyakuretsu Harite.

FEI LONG

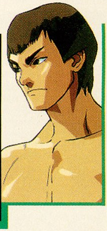
PLAYING AS...

When you get an opening, use the Rekka-Ken, but stop if your opponent blocks the first hit. Take advantage of its long range to surprise opponents. Use the Shien-Kyaku against jumping opponents or to avoid missile attacks. Use the Super Rekka-Ken Super Combo, unless your opponent is jumping in with an attack, then use the Super Shien-Kyaku.

PLAYING AGAINST...

The CPU will usually only do two hits of the Rekka-Ken, but this still leaves a short opening you can counterattack in. He's tough to jump in on, and can be dangerous to take on in the air, so try to stay on the ground when fighting him. Watch for his "Hop Kick." It'll hit you even if you're crouching.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Rekka-Ken	↓ ↘ → P (x3)	G	X-25 A-22 V-18
Shien-Kyaku	← ↓ ↙ ← K	G	X-22 A-20 V-17
Rekkuu-Kyaku	← ↙ ↓ ↘ → → K	G	X-21 V-15
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Super Rekka-Ken	↓ ↘ → ↓ ↘ → P	G	X-61 A-61
Super Shien-kyaku	↓ ↙ ← ↓ ↙ ← K	G	A-58
*Phoenix Strike	↓ ↙ ← ↓ ↙ ← P	G	A-50/73
**For full hits and damage, activate at maximum range.*			
COMBOS		**HITS**	**ISMs & DAMAGE**
HP, HP, Rekka-Ken		4	X-39 A-34
(JD) LP, LP, LP, HP, Rekka-Ken		6	X-39 A-36 V-30
(OC) HP, Rekka-Ken, HK, Shien Kyaku		8	V-25
(OC-JD) HK, HP, HP, Rekka-Ken		8	V-42



GEN

SOU STYLE (PPP)			
SPECIAL MOVES	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Hyakuren-Kou	Tap P	G	X-22 A-22 V-22
Geki-Rou	→ ↓ ↘ → K tap K	G	X-21 A-20 V-19
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Snake Rush	↓ ↘ → ↓ ↘ → P	G	X-55 A-55
Touch of Death	↓ ↙ ← ↓ ↙ ← P	G	A-77
KI STYLE (KKK)			
SPECIAL MOVES	**TRIGGER**	**USE**	**ISMs &DAMAGE**
Jya-Sen	Charge ← → P	G	X-18 A-15 V-13
Ou-Ga	Charge ↓ ↑ ← K	G	A-0 V-0
• Followed by •			
Wall Kick	Nothing	A	A-16 V-13
Cancel	←	A	A-0 V-0
Jump to Roof	↑	A	A-0 V-0
• Followed by •			
Drop Kick	Nothing	A	A-16 V-14
Angle Kick	← or →	A	A-16 V-14
Cancel	↑	A	A-0 V-0
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Rolling Air Stomp	↓ ↘ → ↓ ↘ → K	G	A-60
*Wall Leap	↓ ↙ ← ↓ ↙ ←	A	A-0
• Followed by •			
Left Wall Jump	LK	A	A-Varies
Roof Jump	MK	A	A-Varies
Right Wall Jump	HK	A	A-Varies
Opposite Wall	Nothing	A	A-Varies
COMBOS		**HITS**	**ISMs & DAMAGE**
(JD) HP, HP, Hyakuren-Kou		6	X-36 A-34 V-31
(DP) LP, HP, Snake Rush, HP, Hyakuren-Kou		11	X-72 A-69
(OC) charge B, (DP) LP, HP, Jya-Sen		8	V-21

PLAYING AS...

Gen has two fighting styles: Sou, a fast style, and Ki, a strong style. Overall, Sou is the most useful. Nail slower characters with an LP Touch of Death, then hit them with an MP Snake Rush while they're dizzy. You can combo almost any of Gen's Specials or Super Combos after any of his regular moves, so use a fast attack to create an opening, then take advantage of it.

PLAYING AGAINST...

If Gen hits you with Touch of Death, hit him with any unblocked attack to cancel the constant damage and avoid the dizzy. Pay attention to which stance he's in, so you know which moves to watch out for. If he's in Ki stance, play more defensively, as he can jump in and attack you from odd angles.

GUY

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Houzan-Tou	↓↙←P	G	X-15 A-13 V-11
Bushin Senpuu-Kyaku	↓↙←K	G	X-16 A-16 V-26
*BushinIzuna-Otoshi	↓↘→P P	G	X-15/24 A-13/20 V-11/16
Haya-Gake Stop	↓↘→LK K	G	X-0 A-0 V-0
Haya-Gake Slide	↓↘→MK K	G	X-13 A-11 V-9
Haya-Gake Crescent	↓↘→HK K	G	X-18 A-15 V-12
Wall Jump	Away from wall when you jump onto it.	A	X-0 A-0 V-0

Normally, pressing P a second time will make Guy perform an elbow drop, but if he's right on top of his opponent, he'll perform a throw.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Bushin Musourenka	→↓←→↓←P	G	X-57 A-57
Bushin Thunder Kick	↓↘→↓↘→K	G	A-51
Bushin Fist	↓↘→↓↘→P	G	A-49

COMBOS	HITS	ISMs & DAMAGE
(DP) MP, HK, Bushin Thunder Kick	8	A-58
(DP) HP, HP, Bushin Fist	6	A-60
(OC) LP, LK, MP	5	V-16
(OC) LP, MP, HK, Bushin Senpuu-Kyaku	11	V-29

PLAYING AS...

Keep your opponents on their toes with Guy's speed and varied Haya-Gake attacks. Play defensively, as he takes a lot of damage when he's hit. The Houzan-Tou is great for ducking under missiles and counterattacking, and the Bushin Senpuu-Kyaku is a great anti-air attack. Haya-Gaka Crescent is his best special. Use the Bushin Thunder Kick Super Combo when you have a good opening.

PLAYING AGAINST...

He'll often run right into missile attacks while trying to perform a Haya-Gake attack. He's got a significant delay between running and activating a Slide or Crescent Kick, so attack him when he gets close. Use weaker, faster moves to fight him. He takes a lot of damage from any attack.

JULI

PLAYING AS...

Stay close to your opponent. Use the Spinning Knuckle to pass through missiles and counterattack. Use the Cannon Spike to knock your opponent out of the air. The Sniping Arrow is great for closing distances between you and your opponent, and you can often follow it with a Cannon Spike. For a Super Combo, stick with the Spin Dive Smasher.

PLAYING AGAINST...

Sweep kick her out of her Spinning Knuckle, and attack her after you've blocked a Cannon Spike. You can jab the Sniping Arrow out of the air, or nail her with a missile. She's basically a slightly weaker version of Cammy, so you can use some of the same tactics for fighting her.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Sniping Arrow	↓↘→K	G	X-17 A-15 V-12
Cannon Spike	→↓↘→K	G	X-20 A-17 V-15
Spin Knuckle	→↘↓↙←P	G	X-19 A-16 V-13

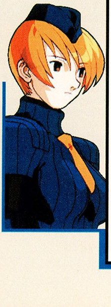
SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Reverse Shaft Breaker	↓↙←↓↙←K	G	X-44 A-44
Spin Dive Smasher	↓↘→↓↘→K	G	A 58

JULI DRAMATIC MODE SPECIALS			
Meter Charge	Hold P x3	G	X-0 A-0 V-0
*Rolling Ball	↓↘→↓↘→P	G	A-20
+Team Attack	LP LK → LP LP	G	A-30

**Only works if both Juli and Juni are on the ground and not attacking.*
+Takes three Super Levels, and the grab must connect for it to work.

COMBOS	HITS	ISMs & DAMAGE
MP, Spin Dive Smasher	10	A-68
HP, HK, Cannon Spike	2	X-37 A-32 V-26
(OC) HP, HK, Sniping Arrow, HK, Cannon Spike, HK	4	V-43
HK, Sniping Arrow, HK, Cannon Spike, HK	4	V-39

JUNI



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Spiral Arrow	Charge ← →K	G/A	X-16 A-14 V-12
Cannon Spike	Charge ↓ ↑K	G	X-20 A-17 V-15
Cannon Strike	Jump ↓↘→K	A	X-18 A-15 V-12
Earth Direct	360 P	G	X-27 A-23 V-19
Hooligan Roll	←↙↓↘→↑→P	G	X-0 A-0 V-0
• Followed by •			
Cancel	K (when far)	A	X-0 A-0 V-0
Slide Kick	Nothing	A	X-20 A-17 V-15
Grab	→ + K (when near)	A	X-24 A-20 V-16
Teleport Dash	↓↘→K	G	X-0 A-0 V-0
Push Block	After block → P	G	X-0 A-0 V-0

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Psycho Crusher	Charge ← →←→P	G	X-45 A-45
Spin Dive Smasher	Charge ↓ ←↓→↓ ↑←K	G	A-58

JULI DRAMATIC MODE SPECIALS			
Heal	KKK	G	X-0 A-0 V-0
*Rolling Ball	↓↘→↓↘→P	G	A-20
+Team Attack	LP LP → LK HP	G	A-30

**Only works if both Juli and Juni are on the ground and not attacking.*
+Takes three Super Levels, and the grab must connect for it to work.

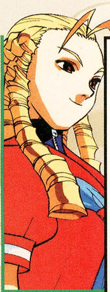
COMBOS	HITS	ISMs & DAMAGE
Charge D, (CR) LK, (CR) LK, HK, Cannon Spike	3	X-27 A-24 V-22
(OC) HK, Spiral Arrow, HK, Cannon Spike	5	V-35
(OC-JD) HK, HK, Cannon Spike	3	V-28

PLAYING AS...

Play defensively with Juni, charging DB so you can unleash a Spiral Arrow or Cannon Spike when you get an opening. Remember, the Spiral Arrow can be used in the air as well. Teleport Dash past fireballs, and activate Earth Direct as you reappear to ambush your opponent. Her Psycho Crusher won't work on opponents right next to her, but it's still better than the Spin Dive Smasher.

PLAYING AGAINST...

Missile attacks don't work well against Juni; she just jumps or teleports out of the way and counterattacks. Move away from the Hooligan Roll where you are when it goes off, or jab her out of it as she approaches. She likes to approach her opponent with three Cannon Spikes in a row, so hit her as she's recovering.



KARIN

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Gurenken	↓↘→K	G	X-2	A-2	V-2
• Followed by •					
Gurenken	P	G	X-3	A-3	V-3
Hou-Shou	→+P (after 1 Gurenken) P (after 2 Gurenkens)	G	X-11	A-9	V-7
Ressen Chou	↓→ +PP	G	X-18	A-16	V-15
Yashagaeshi H	←+P	G	X-20	A-18	V-15
Yashagaeshi L	←+K	G	X-20	A-18	V-15
Mujin-Kyaku	K	G	X-15	A-14	V-14
Ressen-Ha	↑+K	G	X-19	A-16	V-14
Slide Kick	↓+K	G	X-14	A-12	V-10
Mujin-Kyaku	→↓↘→K	G	X-15	A-14	V-12
Hou-Shou	→↓↘→P	G	X-20	A-17	V-15
*Yashagaeshi High	↓↙←P	G	X-21	A-18	V-15
*Yashagaeshi Low	↓↙←K	G	X-25	A-21	V-18
Ressen-Ha	↓↘→↑→K	G	X-19	A-16	V-14
Ressen-Chou	←↓↙←PP	G	X-18	A-16	V-15
Grab	360 K	G	X-29	A-26	V-23
*These only work if opponent attacks while they're active.					
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
Shinpukaibyaku	↓↘→↓↘→P	G	X-61	A-61	
Hou-Ou-Ken	↓↘→↓↘→K	G		A 53	
COMBOS		**HITS**	**ISMs & DAMAGE**		
MP, HP, Gurenken-HP Ressen Chou		4	X-33	A-29	V-25
HK, Mujin-Kyaku, HK, Mujin-Kyaku		4	X-29	A-26	V-23
(OC) HP, HP, Gurenken-HP Ressen Chou		8			V-35
(OC) LK, Mujin-Kyaku (repeat as opponent falls)		27			V-54

PLAYING AS...

Keep opponents guessing with the various Gurenken follow-up attacks. Use the Ressen-Ha to jump in on opponents. Use the Yashagaeshi blocks whenever you think you can predict what your opponent is going to do. Shinpukaibyaku is her best Super Combo. It's easier to connect with and does more damage.

PLAYING AGAINST...

Watch out for her Ressen-Ha as it knocks almost any attack out of the air. Block it and counterattack, or hit her with a missile to knock her out of it. You can often block after the first hit or two of the Gurenken, then wait for it to end and counterattack.

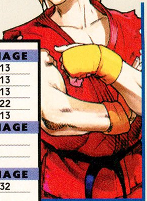
PLAYING AS...

Hammer opponents at a distance with Hadou-Ken, and when they try to jump in, nail them with the Shoryu-Ken. Use the Ground Roll to duck under fireballs and then attack with a Shoryu-Ken or Tatsumaki-Senpuukyaku. Stick with the Shouryureppa Super Combo; it's got a good range and does more damage.

PLAYING AGAINST...

The CPU likes to do three Shoryu-Kens in a row, each one more powerful than the last. When you see the first one go off, wait for the next one and then attack with your most powerful move as Ken is recovering. Don't jump in on Ken, as he'll usually nail you with a Shoryu-Ken.

KEN



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Hadou-Ken	↓↘→P	G	X-17	A-15	V-13
Shoryu-Ken	→↓↘→P	G	X-17	A-15	V-13
Tatsumaki-Senpuukyaku	↓↙←K	G	X-17	A-15	V-13
Ground Roll	↓↙←P	G	X-22	A-22	V-22
Fake Roll	↓↘→Start	G	X-17	A-15	V-13
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
Shouryureppa	↓↘→↓↘→P	G	X-68	A-68	
Shinryuken	↓↘→↓↘→K	G		A 54	
Shinpuu Jinrai Kyaku	↓↙←↓↙←K	G		A 58	
COMBOS		**HITS**	**ISMs & DAMAGE**		
(JP) HP, HP, Shoryu-Ken		4	X-42	A-37	V-32
MP, HP, Shoryu-Ken		4	X-37	A-33	
LP, LK, HK, Tatsumaki-Senpuukyaku		6	X-26	A-22	V-22
(OC) LP, HP, HK, Tatsumaki-Senpuukyaku		7			V-32
(OC) LP, LP, Shoryu-Ken, HK, Tatsumaki-Senpuukyaku		7			V-34

M. BISON

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Psycho Crusher	Charge ← →P	G	X-14		
Double Knee Press	Charge ← →K	G	X-16	A-14	V-12
Head Press	Charge ↓ ↑KP	G	X-26	A-14	V-18
Skull Diver	Charge ↓ ↑PP	G	X-12	A-14	V-8
Teleport	→↓↘→Px3				
or	→↓↘→Kx3				
or	←↓↙←Px3				
or	←↓↙←Kx3	G		A-0	V-0
Psycho Shot	Charge ← →P	G		A-11	V-9
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**		
Knee Press Nightmare	Charge ← →←→K	G	X-69	A-69	
Super Psycho Crusher	Charge ← →←→P	G		A-70	
COMBOS		**HITS**	**ISMs & DAMAGE**		
Charge DB, MP, HP, Psycho Shot		2		A-21	V-17
Charge DB, MP, HK, Double Knee Press		3	X-28	A-24	V-21
(OC) MP, Double Knee Press (repeat)		15			V-49
(OC) HK, Double Knee Press, HP, Psycho Shot		6			V-29

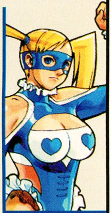
PLAYING AS...

Charge DB at all times. This allows you to unleash a Psycho Shot at a distant opponent or a Double Knee Press, Head Press or Skull Diver on a closer opponent. It's not worth teleporting, as you're extremely vulnerable when you reappear. His standing HK will go right through many opponents without causing damage. Find a good opening and unleash the Super Psycho Crusher Super Combo.

PLAYING AGAINST...

Nail him whenever he teleports, as he's wide open for any attack you unleash. Play cautiously until he's drained his Super Combo meter, or you may wind up eating a Super Psycho Crusher. You can block the second hit of the Head Press, even if the first hit caught you.

R. MIKA



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
*Flying Peach	↓↙←Ⓟ	G	X-20	A-17	V-15
*Shooting Peach	↓↙←Ⓚ	G	X-20	A-17	V-15
Double Neck Breaker	360 Ⓟ	G	X-28	A-24	V-20
Daydream Headlock	360 Ⓚ	G	X-27	A-25	V-23
Wingless Airplane	HCB Ⓚ	A	X-26	A-22	V-18

Flying Peach has a long windup, Shooting Peach has a long recovery, other than that they're identical.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Peach Special	↓↘→↓↘→Ⓚ	G	X-0		V-0
• Followed by •					
Lariat	HP	G	X-57	A-57	
Moonsault Press	Nothing	G	X-32	A-32	
D. Neck Breaker	→	G	X-39	A-39	
Missile Kick	Ⓚ	G	X-29	A-29	
W. Airplane	→ + Ⓚ	G	X-42	A-42	
Rainbow Suplex	Ⓟ or Ⓚ → + Ⓟ	G	X-39	A-39	
Drop Kick	Ⓟ or Ⓚ Ⓚ	G	X-36	A-36	
D. Headlock	Ⓟ or Ⓚ → + Ⓚ	G	X-39	A-39	
Rainbow Hip Toss	↓↘→↓↘→Ⓟ	G		A-58	
Heavenly Dynamite	720 Ⓟ	G		A-51	

COMBOS	HITS	ISMs & DAMAGE		
*(JD) HP, HP, Double Neck Breaker	2	X-47	A-40	V-34
(CR-DP) LP, HK, Shooting Peach	2	X-26	A-22	V-18
(OC-DP) LP, LK, LK	5			V-16
(OC) HK, HK, Shooting Peach	3			V-29

Not a true combo, but opponent can't do much after the first hit.

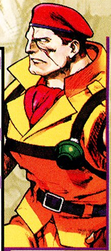
PLAYING AS...

Generally, it's best to use the Shooting Peach rather than the Flying Peach. It gives your opponent less time to block. Use the Double Neck Breaker whenever you get in close, as it's got excellent range. Maximum Super Combo damage is dealt by Peach Special-Drop Kick-Rainbow Suplex (62D), but CPU opponents usually won't fall for it. Use the Rainbow Hip Toss instead.

PLAYING AGAINST...

Keep her away from you at all costs. Even if she's a short distance away, she can nail you with the Double Neck Breaker, and you can't block it. You can jab her out of her Flying and Shooting Peach attacks. If she gets you with a Peach Special and jumps to her wrestling ropes, you can block the following attack.

ROLENTO



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Patriot Circle	↓↘→Ⓟ↓↘→ (x3)	G	X-19	A-19	V-19
Stinger	→↓↘→Ⓚ any button	G	X-9	A-8	V-8
Delta Forward Roll	Ⓟ x3 Ⓟ	G	X-16	A-14	V-12
Delta Air Raid	↓↙←ⓅⓅ	G	X-16	A-14	V-12
Delta Escape	↓↙←Ⓚ any button	G	X-0	A-0	V-0

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Tripwire	↓↘→↓↘→Ⓟ	G	X-60	A-60	
Mine Sweeper	↓↙←↓↙←Ⓟ	G		A-56	
Steel Rain	↓↘→↓↘→Ⓚ	G		A-37	

COMBOS	HITS	ISMs & DAMAGE		
(Close to opponent) HK, Steel Rain, HP	9		A-54	
(OC) HK, HP, Tripwire	2	X-78	A-76	
HP, Delta Air Raid, HP, Tripwire	2	X-76	A-74	
(OC-JD) HK, HP, HP, Patriot Circle	15			V-44
(OC) Delta Forward Roll, HP, Patriot Circle	13			V-25

PLAYING AS...

Whittle opponents down with the Stinger whenever you've got a chance, as the CPU will often walk right into it. Use the Delta Air Raid and Delta Escape to pounce on your opponent unexpectedly (they work very well against missile attacks). Once you've got an opening, unleash the Tripwire; opponents will often fail to block it because it hits low.

PLAYING AGAINST...

Play defensively, let him come to you, block his attack and counter with one of your own. Listen for the "spring" sound he makes just before he launches a Delta Air Raid, and block immediately. Use anti-air attacks when he's doing a Delta Escape. Remember, Tripwire must be blocked low.

ROSE

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Soul Spark	←↙↓↘→Ⓟ	G	X-7	A-6	V-5
Soul Throw	→↓↘→Ⓟ	G	X-24	A-20	V-16
*+Soul Absorb	↓↙← LP	G	X-0	A-0	V-0
*Soul Reflect	↓↙← MP	G	X-0	A-0	V-0
*Soul Reflect Up	↓↙← HP	G	X-0	A-0	V-0
Soul Spiral	↓↘→Ⓚ	G	X-14	A-12	V-10

**These only work against opponents' missile weapons.*
+Capturing opponents' missiles increases her Super Meter.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Aura Soul Throw	↓↘→↓↘→Ⓟ	G	X-67	A-67	
Aura Soul Spark	↓↙←↓↙←Ⓟ	G		A-55	
*Soul Illusion	↓↘→↓↘→Ⓚ	G		A-0	

**Creates two images of Rose who both duplicate her moves and attacks.*

COMBOS	HITS	ISMs & DAMAGE		
LK, Soul Illusion, HK, Soul Spiral	7		A-16	
(OC) MK, HK, Soul Spiral	9			V-31
(OC) HK, Soul Spiral, HK, Soul Spark	6			V-18

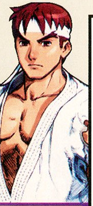
PLAYING AS...

If your opponent has missile weapons, don't fight him/her with Soul Spark, but use Soul Reflect to bounce his/her own shots back at him/her. Rush with Soul Spiral when you see an opening, and nail jumping attacks with Soul Throw. Her standing HK misses opponents who are right next to her. Use the Aura Soul Spark Super Combo when you have an opening.

PLAYING AGAINST...

Don't jump in on her, because she'll grab you with a Soul Throw. When she lands from a Soul Throw, she's wide open, so hit her with your most powerful attack. Missile weapons don't work really well against her; she often bounces them back or absorbs them, making her stronger.

RYU



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Hadou-Ken	↓↘→P	G	X-14 A-12 V-10
Shakunetsu Hadouken	←↙↓↘→P	G	X-14 A-12 V-10
Shoryu-Ken	→↓↘→P	G	X-23 A-19 V-16
Tatsumaki-Senpuukyaku	↓↙←K	G/A	X-17 A-15 V-12

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Shinkuu Hadou-Ken	↓↘→↓↘→P	G	X-55 A-55
Shinkuu Tatsumaki-Senpuukyaku	↓↙←↓↙←K	G	A-62
*Mes-Shoryu-Ken	↓↘→↓↘→K	G	A-59

**Requires three Super Levels to activate, must hit at maximum range for full damage.*

COMBOS	HITS	ISMs & DAMAGE
(JD) LP, HP, HP, Hadou-Ken	3	X-40 A-34
MP, HK, Tatsumaki-Senpuukyaku	4	X-30 A-28
LP, LP, Shinkuu Hadou-Ken	4	X-59 A-29
(OC) HP, HP, Shakunetsu Hadouken, HP, Hadou-Ken	4	V-31
(OC) HK, Tatsumaki-Senpuukyaku, HP, Hadou-Ken	6	V-22

PLAYING AS...

Use the Hadou-Ken to keep opponents at a distance, then nail them with a Shoryu-Ken when they jump in. If an opponent is on top of you, unleash a Tatsumaki-Senpuukyaku. It's also useful while you're jumping. Stick with the Shinkuu Tatsumaki-Senpuukyakuu Super Combo. However, if your opponent fires a missile, use the Shinkuu Hadou-Ken. It'll cancel his/her attack and go right through.

PLAYING AGAINST...

You need to get close to Ryu, or he'll whittle you down with missile attacks. However, he usually jumps in on his own, so just wait for your chance. If you jump in, he can nail you with a Shoryu-Ken, so try to approach on the ground. He's vulnerable after he shoots a missile, so that's the best time to jump in and attack.

SAGAT

PLAYING AS...

Switch between high and low Tiger Shots to keep opponents away (high is more likely to hit, but low keeps opponents from sliding or rolling in on you). If they jump in, nail them with a Tiger Blow. Use the Tiger Cannon Super Combo when your opponent unleashes a missile, otherwise find an opening and use the Tiger Genocide.

PLAYING AGAINST...

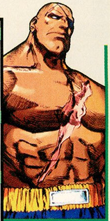
You've got to get close to him to cause damage, as he'll snuff all your missile attacks with Tiger Shots. Don't jump in or you'll eat a Tiger Blow or Tiger Crush. Walk toward him to close the distance, blocking or ducking as needed. High Tiger Shots and the Tiger Cannon can be ducked, avoiding all damage. Once you're in close enough, sweep him.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Tiger Crush	↓↘→↑→K	G	X-13
Tiger Shot High	↓↘→P	G	X-13 A-11 V-9
Tiger Shot Low	↓↘→K	G	X-13 A-11 V-9
*Tiger Blow	→↓↘→P	G	X-23 A-25 V-25
Tiger Crush	→↓↘→K	G	A-11 V-9

**This has a shorter range in X-ISM Mode.*

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Tiger Genocide	↓↘→↓↘→K	G	X-69 A-69
Tiger Cannon	↓↘→↓↘→P	G	A-48
Tiger Raid	↓↙←↓↙←K	G	A-66
Taunt	↓↘→↓↘→ Start	G	A-0

COMBOS	HITS	ISMs & DAMAGE
HP, HP, Tiger Blow	8	X-31 A-26
(JD) HK, HP, Tiger Blow	8	X-41 A-40 V-38
LK, HK, Tiger Genocide	15	X-73 A-72
(OC-JD) HK, HP, Tiger Blow, HP, Tiger Shot	15	V-44
(OC) LP, LK, MK	5	V-22



SAKURA

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
*Hadou-Ken	↓↘→PP (x2)	G	X-20 A-17 V-15
Shouou-Ken	→↓↘→P	G	X-27 A-25 V-22
Shunpuu-Kyaku	↓↙←K	G	X-12 A-12 V-12
+Sakura Otoshi	→↓↘→KP (x3)	G	A-27 V-25

**The more times you tap the Punch button, the larger and more powerful the move gets, and the shorter the distance it will travel.*

+This move requires exact timing.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE
Midare Sakura	↓↘→↓↘→K	G	X-61 A-61
Shinkuu Hadouken	↓↘→↓↘→P	G	A-45
Haru-Tohiban	↓↙←↓↙←K	G	A-55

COMBOS	HITS	ISMs & DAMAGE
(JD)HP, MP, Shouou-Ken	5	X-41 A-35 V-27
HP, HK, Haru-Tohiban	8	A-70
(OC) HK, Shunpuu-Kyaku, HP, Shouou-Ken	8	V-15
*(OC) HK, Sakura Otoshi, tap HP	4	V-25

**Just tap HP quickly and this move will work in OC Mode.*

PLAYING AS...

Use her Hadou-Ken to keep opponents at a distance, then clobber them with either Shouou-Ken or Shunpuu-Kyaku when they jump in. If your opponent leaves an opening and they're a short distance away, Shouou-Ken can close the distance quickly and let you counterattack. The Midare Sakura is her most useful Super Combo, but you can often duck under attacks with the Haru-Tohiban.

PLAYING AGAINST...

If you're a full screen away from her, her Hadou-Kens will vanish before they reach you. She's wide open after a Shouou-Ken or Shunpuu-Kyaku, and she often does them when she's well out of range. Just wait and attack while she's recovering.

SODOM

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Jigoku Scrape	↓↘→Ⓟ	G	X-15	A-13	V-11
*Shiraha Catch	→↓↘→Ⓚ	G	N/A		
Yagura Reverse	←↓↙←Ⓚ	G/R	X-12	A-12	V-12
Busumetsu Buster	360 Ⓟ	G	X-31	A-26	V-21
Daikyo Bruning	360 Ⓚ	G	X-41	A-39	V-36

If opponent hits Sodom with a high attack during this move, he'll automatically grab them.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Rushing Jigoku	↓↘→↓↘→Ⓚ	G	X-58	A-58	
Omega Slam	720 Ⓟ	G		A 71	

COMBOS	HITS	ISMs & DAMAGE		
*(JD) MK, HP, Busumetsu Buster	2	X-44	A-37	V-30
MP, HP, Jigoku Scrape	2	X-29	A-25	V-21
LP, LP, Rushing Jigoku	4		A-29	
(OC) LP, HP, Jigoku Scrape	6			V-46
(OC) LK, LP, MK	5			V-22

Not really a combo, but opponent can't easily avoid the throw.

PLAYING AS...

You've got to get in close and use the Busumetsu Buster or Daikyo Burning to do any serious damage. Use jump-in attacks, then throw as you land. You're also going to have to use basic attacks a lot, due to Sodom's limited Special Move library. Use the Rushing Jigoku Super Combo, unless you can reliably pull off the 720 motion required for the Omega Slam.

PLAYING AGAINST...

Keep your distance from Sodom, or you'll eat a throw. Whenever he raises both weapons over his head, he's about to execute an unblockable throw, so get out of the way, or hit him with a low sweeping attack to knock him out of it. Due to his poor anti-air attacks, it's pretty easy to jump in on him and attack.

T. HAWK

PLAYING AS...

Jump toward opponents and hit them with the Condor Dive; if you get hit in the air, recover with PPP to launch another Condor Dive. Use T.Hawk's long limbs to hit opponents who think they're out of reach. Learn to trigger the Raging Typhoon, since the Tomahawk Buster is less damaging than some of his combos, and costs super levels to boot.

PLAYING AGAINST...

Keep him at a distance, and watch out for his aerial attacks. His Condor Dive can be taken out with a well-timed attack of your own, and if you block it, you can nail him with a missile attack as he lands. Never let him get right next to you, or he'll nail you with a throw.

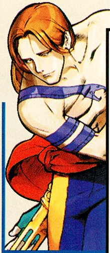
SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Condor Dive	Ⓟ (x3)	A	X-17	A-15	V-12
Tomahawk Typhoon	→↓↘→Ⓟ	G	X-22	A-19	V-16
Mexican Typhoon	360 Ⓟ	G	X-28	A-24	V-20
Leaping Chop	←↓↙←Ⓟ	G		A-16	V-13

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Raging Typhoon	720 Ⓟ	G	X-66	A-66	
Tomahawk Buster	↓↘→↓↘→Ⓟ	G		A 32	

COMBOS	HITS	ISMs & DAMAGE		
(JD) HK, HP, Tomahawk Typhoon	3	X-39	A-35	V-29
*HP, Leaping Chop, HP, Mexican Typhoon	2		A-40	V-33
(OC) LK, LP, MP, MK	5			V-21
(OC) LP, HP, Tomahawk Typhoon	10			V-49

Not a true combo, but opponent can't block throw.

VEGA



SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE		
Wall Jump	Charge ↓ ↑←Ⓚ	G	X-0	A-0	V-0
• Followed by •					
Attack	Ⓟ	A	X-17	A-15	V-12
Izuna Drop	→ +Ⓟ (when close)	A	X-24	A-20	V-16
*Fence Jump	Charge ↓ ↑Ⓚ	G	X-0	A-0	V-0
Sky High Claw	Charge ↓ ↑←Ⓟ				
Rolling Crystal Flash	Charge ← →Ⓟ	G	X-21	A-20	V-18
Backflip	ⓅⓅⓅ or ⓀⓀⓀ	G	X-0	A-0	V-0
Scarlet Terror	Charge ↓ ←→Ⓚ	G			V-8

Only available on Vega's stage.

SUPER COMBOS	TRIGGER	USE	ISMs & DAMAGE		
Rolling Attack	Charge ↓← ↓→↓↑Ⓚ	G	X-0	A-0	
• Followed by •					
Rolling Attack	Ⓟ	A	X-60	A-60	
Rolling Izuna	→ +Ⓟ (when close)	A	X-72	A-72	
*Rolling Fence Climb	Charge ↓← ↓→↓↑Ⓚ	G	X-0	A-0	
Scarlet Mirage	Charge ← →←→Ⓚ	G		A-55	
+Red Thrist	Charge ← →←→Ⓟ	G		A-53	

Only available on Vega's stage.

+Must have claw in hand to perform this attack.

COMBOS	HITS	ISMs & DAMAGE		
LP, HP, Rolling Crystal Flash	5	X-25	A-23	V-21
(JD) HK, MP	2	X-28	A-23	V-19
(OC) LK, MK, MP	4			V-20
(OC) HK, Scarlet Terror, HP	3			V-22

PLAYING AS...

Take advantage of his fast jumps and Wall Jump attacks to hit your opponent from all angles. Use the Izuna Drop whenever possible. Charge DB at all times so you can unleash any of his attacks instantly. If you're fighting on Vega's stage, use the Fence Jump instead of the Wall Jump. Use the Scarlet Mirage Super Combo when you get an opening.

PLAYING AGAINST...

Don't jump around a lot when fighting Vega. Watch and react to what he's doing. Play defensively and attack after you've blocked one of his sliding kicks or rolling attacks. You can also nail him as he lands from his constant jumping around. Don't worry about keeping him away from his claw if you knock it off, it doesn't increase his strength by much.

Note: Vega's claw and mask can be knocked off of him by repeated hits to the hand or head, whether blocked or not.

ZANGIEF

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Banishing Fist	→ ↓ ↘ → P	G	X-20 A-17 V-15
Double Lariat	P P P	G	X-29 A-25 V-21
or	K K K	G	X-25 A-21 V-18
Spinning Piledriver	360 P	G	X-33 A-28 V-23
Bear Crusher	360 K away from opponent	G	X-25 A-21 V-17
Siberian Suplex	360 K away from opponent	G	X-35 A-32 V-29
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Midare Sakura	720 P	G	X-69 A-69
Shinkuu Hadouken	↓ ↘ → ↓ ↘ → K	G	A-60
COMBOS		**HITS**	**ISMs & DAMAGE**
(CR) LP, PPP Double Lariat		2	X-19 A-16 V-13
*LP, MK, Siberian Suplex		2	X-43 A-39 V-35
(CR) LP, (CR) LP, (CR) LK		3	X-19 A-16 V-13
(OC) HP, HP, Banishing Fist		3	V-35
(OC) LK, LP, MK		4	V-23

**Not really a combo, but opponent can't block throw.*

PLAYING AS...

You've got to master the 360 motion to succeed with Zangief. Get in close to your opponent and unleash a Siberian Suplex. If you aren't close enough, he'll do a Bear Crusher and close the distance for you. Zangief can also whittle opponents down with his basic attacks. He does more damage than any character in the game. Wait for an opening and hit them with a powerful attack. Use the Final Atomic Buster Super Combo.

PLAYING AGAINST...

Keep him away from you at all costs. If he gets anywhere near you, you're going to be thrown. If he does a Bear Crusher, sweep him before he can grab you. Missile weapons work well to keep him at a distance. Don't jump in, because he's good at blocking and throwing as you land.

GUILE

PLAYING AS...

While his strategies (and inflicted damage) are almost identical to Charlie, note that Guile has a few extra changes that actually make him quite different. His Low Roundhouse Kick hits twice and is a good move to fool opponents.

PLAYING AGAINST...

Like Charlie, the CPU will cheat with his Sonic Booms and Somersault Kicks, activating them without charging them. Low attacks, especially sliding low attacks, will take Guile by surprise.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Sonic Boom	Charge ← → P	G	X-7 A-10 V-5
Somersault Kick	Charge ↓ ↑ K	G	X-26 A-20 V-16
Spinning Back Knuckle	→ + HP	G	X-18 A-16 V-13
Knee Bash	← + LK	G	X-17 A-15
Reverse Spin Kick	← + HK	G	X-22 A-18
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Sonic Hurricane (close)	Charge ← → ← → P	G	A-25
Somersault Strike	Charge ↓ ← ↓ → ↓ ← ↑ → K	G	A-81

EVIL RYU

PLAYING AS...

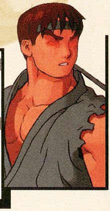
A more powerful version of Ryu, Evil Ryu adds the Shun Goku Satsu to his arsenal of Supers. Rely on the same strategies as with standard Ryu. Gone are the 3-hit Dragon Punches of SFA2...

PLAYING AGAINST...

Apply the same strategies as given against regular Ryu. Make sure you watch out for the Shun Goku Satsu, because it's definitely a lethal super combo.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Hadou Ken	↓ ↘ → P	G	X-15 A-12 V-11
Shakunetsu Hadou Ken	← ↙ ↓ ↘ → P	G	X-15 V-11
Shouryu Ken	→ ↓ ↘ → P	G	X-30 A-25 V-20
Tatsumaki Senpuu Kyaku	↓ ↙ ← K	A	X-20 A-18 V-15
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
Shinkuu Hadou Ken	↓ ↘ → ↓ ↘ → P	G	A-57
Messatsu Gou Shouryu	↓ ↘ → ↓ ↘ → K	G	A-87
Shinkuu Tatsu. Senpuu Kyaku	↓ ↙ ← ↓ ↙ ← K	G	A-75
Shun Goku Satsu	LP LP → LK HP	G	X-79 A-71

(Note: Use Ryu's combo and move list to apply interesting techniques.)



SHIN AKUMA

PLAYING AS...

A "*super*" Akuma of sorts, Shin plays (for the most part) just like the normal Akuma. He now throws two air fireballs instead of one, and they have a wider angle after launch. The Raging Demon is now full screen, and it also does much more damage.

PLAYING AGAINST...

Apply the same strategies as given against regular Akuma. Be aware of the dual air fireballs and the new angle.

SPECIAL MOVES	TRIGGER	USE	ISMs & DAMAGE
Double Gou-Hadou-Ken	↓ ↘ → P	A/G	X-10 A-7 V-7
SUPER COMBOS	**TRIGGER**	**USE**	**ISMs & DAMAGE**
*Shun Goku Satsu	LP LP P HP LK HP	G	X-76 A-83
Messatsu Gou-Shouryu	↓ ↘ → ↓ ↘ → P	G	A-94
Messatsu Gou-Hadou	→ ↓ ← → ↓ ← P	G	A-75
Tenma Gou-Zankuu	↓ ↘ → ↓ ↘ → P	A	A 70

**Requires three Super Bars.*

NEED FOR SPEED
HIGH STAKES

XG Strategy
by Jim Mazurek

Before I Start...

• Automatic vs. Manual Tranny
Going all the way back to the vintage racing games of yesteryear, the decision of whether to use automatic or manual transmissions has always been a topic for discussion. Some gamers will say using the automatic allows them to **"fine tune their turning skills"** with one less variable to worry about. A valid point. Others will point out that the manual tranny gives you a slight performance advantage, allowing the car to reach maximum RPMs in a given gear set. Another true statement. *Which is best for this game?* I started out with an automatic, then progressed into a manual gradually. The performance difference between the two is very slight, and the manual actually ends up costing me more time because of lousy shifting on my part.
My advice: **Stick to the auto, unless you're 100 percent confident with your shifting skills.** You'll find yourself crashing quite a bit in this game, which can make for a tricky time on the shift knob...

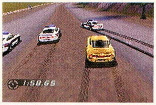
•The Money Situation
If you plan on having a garage full of high-speed supercars, it's gonna cost you a pretty penny. **Saving your money by buying the cheapest cars in each category** actually works, and it will end up saving you a ton of cash by game's end.

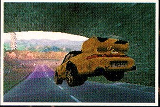
• ABS or Not?
Using ABS (Anti-Lock Braking System) really depends on your playing style. If you are the type who really slams on the brakes a lot, **ABS might be a good idea.** If you're more like me, however, and you prefer to simply "feather the throttle" with minimal use of brakes, the standard ones will do.

• Upgrading the Cars
Never go into a tournament or special event without buying a fully upgraded car first. Going in without all three upgrades will only make the races even more difficult than they already are, since the competitors will only drive cars that are "stock" in their configurations. While the upgrades don't look like much on the bar graph, they actually do make a **world of difference out on the track.**

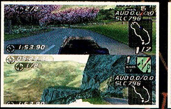
Modes of Play

• Hot Pursuit Mode
You can race this mode with either one or two players. Racing one player will allow you to access different levels of difficulty with a variety of police cars to choose from (as you earn them). Win with all three of the police cars to unlock the helicopter (which makes a great opponent for your friends via memory card). The strategy here is to try to **stay out of the cops' way** as much as possible, forcing them to pursue your opponent instead of you. Also, you should know that you'll get two tickets (or warnings) before being arrested. Sometimes, if you're going ridiculously fast (lets say upward of 150 mph), the cops will arrest you on your first offense. I'll have no part of the cops though, I'm a good boy...





• High Stakes Mode
If you've got the skills, then you'll have a blast racing against your friends in High Stakes Mode. Brand new to this version, you'll be put into a race against a friend via memory card. There will be one big prize on the line: your car. Make sure you don't do anything stupid in this mode (losing will permanently remove the car you were racing with from your memory card), as EA designed this setup to be as fair as possible. It actually removes the two cars racing against each other from both memory cards before the race (preventing losing players from going for the reset switch, D'oh!), so put up or shut up. **Don't gamble and race for one-of-a-kind cars** that you can't repurchase (Pro Cup Porsche, Helicopter, etc)



• When Buying Cars...
What should I look for? Which attributes are the most important? Are there any meaningless attributes?

When buying a car, compare it to every other car **in its own class**. I stress in its own class, because these are the only cars you'll ever be racing against. You'll never have to race against a Ferrari 550 in your Z3 and vice versa. Check out the upgrades chart to make sure you won't be dumping the bank into a Level 1 upgrade, only to be short a few grand to purchase the Level 2.

• Staying On The Ground
Sick of flying into orbit at every little incline in the road?

Simply let off the gas as you go over the crest of a hill to keep your tires planted firmly on the cement. If you feather the throttle just right, you won't lose any speed. As common physics will tell you, keeping your car on the pavement is a good thing...

• Car Combat
How do I fight back against Road Rage?

Instead of sideswiping your opponents or ramming them off the road, try out the "nudging" technique. The idea is to push out the tail end of your opponent's car ever so slightly. If successful, he should do a 180-degree spin.

• Infinite Money, Car Duping!!!
From the master of cheapness and item duplication, good ol' 'Zurak found a nice little trick for all you who are out to get a fat bank account and a garage full of cars. You'll need two memory cards and two controllers for this trick to work...

Instead of racing in High Stakes Mode against a friend, who says you can't race against yourself? Once you have one or two decent cars (the more you have, the better), **simply save your memory card data onto another separate card.** Now go into High Stakes Mode (where you'll race against *yourself* for pink slips), and load both memory cards into a head-to-head battle. After winning the car, you can either sell it or implement it into your plethora of supercars. Repeat this process until you have enough money, cars, etc. Gee, I wonder who's going to win?

The Races

Below are some quick charts that explain what you'll get from each of the game's tournaments and special events. Consider it a master "unlocking chart." Special cars, bonus tracks, it's all in the race...

Tournament 1: Worldwide Roadster Classic

1st: $10,000
2nd: $8,500
3rd: $7,000
Difficulty: Easy
Mercedes/BMW Z3
Gold Unlocks "Twilight Open Series"

Tracks

❶ Landstrasse
❷ Route Adonf
❸ Kindiak Park

Strategies: Take the Z3, and try to earn as much money as possible the first time through. Modify it to Level 3, then re-enter. Now you should have no problem nabbing the gold.

Tournament 2: Regional Club Circuit

1st: $20,000
2nd: $17,500
3rd: $15,000
Difficulty: Moderate
Camaro/Firebird
Silver unlocks the "Durham Track"
Gold unlocks "International Road Race" (Special Event)

Tracks

❶ Route Adonf
❷ Landstrasse
❸ Kindiak Park
❹ Durham Road

Strategies: The Camaro has the slight edge here, so you might as well buy it. Apply the identical strategy from tourney number one...

Tournament 3: Super Sedan Challenge

1st: $30,000
2nd: $27,500
3rd: $26,000
Difficulty: Moderate
DB7/BMW/Jaguar
Gold unlocks "Knockout Challenge" (Special Event) and Celtic Ruins Track

Tracks

❶ Route Adonf
❷ Landstrasse
❸ Kindiak Park
❹ Durham Road

Strategies: This one's a kicker. You might have to go back and race the Regional Club Circuit several times with your Level 3 Camaro (earn some easy cash), then enter the Sedan Challenge with a hopped-up BMW M5.

Tournament 4: Grand Touring Competition

1st: $110,000
2nd: $105,000
3rd: $100,000
Difficulty: Hard
Corvette/Ferrari 550
Gold unlocks "Corvette Pro Cup" (Special Event) & Dolphin Cove Track

Tracks

❶ Landstrasse
❷ Celtic Ruins
❸ Kindiak Park
❹ Route Adonf
❺ Dolphin Cove

Strategies: This is when the tourneys start to get very hard. I used the Corvette because of the price difference (and the performance is still right up there with it). Practice on the Dolphin Cove several times before you go for the win.

Tournament 5: International Supercar

1st: $175,000
2nd: $150,000
3rd: $125,000
Difficulty: Very Hard
Porsche/Ferrari F50/Lamb. Diablo
Gold unlocks "Porsche Pro Cup" (Special Event) & Snowy Ridge Track

Tracks

❶ Celtic Ruins
❷ Kindiak Park
❸ Landstrasse
❹ Route Adonf
❺ Durham Road
❻ Dolphin Cove
❼ Snowy Ridge

Strategies: The Porsche is ideal for this tournament. With the strong handling and acceleration numbers, it's sure to get you out of any sort of trouble.

Tournament 6: GT Racing Competition

1st: $250,000
2nd: $225,000
3rd: $200,000
Difficulty: Very Hard
Mercedes CLK-GTR/ McLaren F1-GTR
Gold unlocks: "Endurance Racing Competition" (Special Event) and all three raceways

Tracks

❶ Raceway 2
❷ Raceway
❸ Raceway 3

Strategies: The final tournament takes place on the last three tracks in the game. Expect tight turns and furious competition throughout. The CLK's a bit better than the McLaren.

Special Event 1: Weekend Rd. Racing Classic

Entrance Fee: $5,000
1st: $10,000
2nd: $7,500
3rd: $5,000
Difficulty: Moderate
Fully Upgraded BMW Z3

Tracks

❶ Route Adonf
❷ Landstrasse

Strategies: Once you have your fully upgraded Z3, take it into this tournament for an easy win. If you don't win a trophy, just reset to save yourself the $5,000 entrance fee.

Special Event 2: Twilight Open Series

1st: $12,500
2nd: $10,000
3rd: $7,500
Open Entry
Difficulty: Hard

Tracks

❶ Kindiak Park
❷ Route Adonf
❸ Landstrasse

Strategies: Racing in darkness isn't fun or easy. Make sure to stay close to other racers if possible, as their headlights make for an additional viewing area. You really need to know the tracks well before winning this event.

Special Event 3: International Open Rd. Tour

Entrance Fee: $5,000
1st: $15,000
2nd: $10,000
3rd: $7,500
Difficulty: Very Hard
Open Entry

Tracks

❶ Landstrasse
❷ Kindiak Park
❸ Route Adonf
❹ Durham Road

Strategies: The Open Road events are the hardest in the game, with constant oncoming traffic to keep you away from your racing line. Stay on the correct side with the flowing traffic—you'll avoid most of the really bad collisions that way. To get a gold here, you'll need a lot of luck and a bit of skill...

Special Event 4: Knockout Challenge

Entrance Fee: $10,000
1st: $45,000
2nd: $0
3rd: $0
Difficulty: Hard
Open Entry

Tracks

❶ Route Adonf
❷ Landstrasse
❸ Kindiak Park
❹ Durham Road

Strategies: The object is *not* to place last. I still think you should go in with the mentality that you are going after the win. Letting yourself slip back in the races will only hurt you later.

Special Event 5: Corvette Pro Cup

Entrance Fee: $20,000
1st: $20,000
2nd: $15,000
3rd: $10,000
Difficulty: Hard
Fully Upgraded Corvette
Gold Unlocks: Pro Cup Corvette (hidden)

Tracks

❶ Landstrasse
❷ Durham Road
❸ Kindiak Park
❹ Dolphin Cove

Strategies: If you're a Corvette fan, you absolutely have to win this event and get yourself one of those Pro Cup Corvettes. The stats are through the roof, and it feels like a full blown race car in a Corvette shell.

Special Event 6: Open Knockout Challenge

Entrance Fee: $20,000
1st: $75,000
2nd: $0
3rd: $0
Difficulty: Ridiculous!!!
Open Entry

Tracks

❶ Celtic Ruins
❷ Durham Road
❸ Kindiak Park

Strategies: I recommend bringing in the Z3 to this event. It will keep the top speeds down, and hopefully help you from smashing into obstacles. It took me nearly 50 tries to finally win this event, so expect to put in some time if you want the reward...

Special Event 7: Porsche Pro Challenge

Difficulty: Very Hard
Gold unlocks: "Pro Cup Porsche" (secret car)

Special Event 8: Endurance Racing Comp.

Difficulty: Very Hard

The Points System

As you race in the tournaments, you'll be awarded points according to where you place. **Remember that you don't have to win every race,** just place number one in the points standings when the tournament/special event is over.

1st place: 8 points
2nd place: 6 points
3rd place: 4 points
4th place: 3 points
5th place: 2 points
6th place: 1 point
DNF: 0 points

Secret Cars!

Here's a quick breakdown of what's available and how to get it:

Secret Car#1: Pro Cup Corvette
Gold in Corvette Pro Cup
Secret Car#2: Pro Cup Porsche
Gold in Porsche Pro Cup
Secret Car#3: Titan
Gold in ALL Special Events
Secret Car#4: Phantom
Gold in ALL tournaments
Secret Car#5: Police Helicopter
Beat all "3" Police Modes

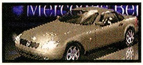
Course Key

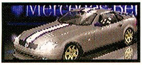
!	**Danger! (see course sidebar)**
↶	**Hairpin Turn Ahead**
S	**Course Short Cut**
?	**Did You Know?**
Start →	**Course Starting Point and Direction**
Speed 201	**Recommended Speed**

The Cars

Mercedes: SLK-230

Accel.: 🟩🟩🟩🟩🟥⬜⬜⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟧⬜⬜⬜⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜
Handling: 🟩🟩🟩🟩🟨⬜⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜


Base Model


Upgraded

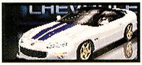
In comparison to the BMW Z3 Roadster, the SLK-230 falls just a bit short on the performance end. With slightly lower acceleration, it doesn't hop out of corners quite as fast as the Z3, and its mediocre handling doesn't make it the easiest car to deal with when in traffic. One benefit of the SLK, however, is that it's slightly underpowered. Whenever I drove this car I found myself less "edgy" than when I'm driving the faster, more powerful supercars. Overall, it's not offering much, but it's a decent car nonetheless.

Price: $20,000 **Level 2:** $5,250
Level 1: $3,000 **Level 3:** $6,750

Chevrolet: Camaro Z28

Accel.: 🟩🟩🟩🟩🟩🟥⬜⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟨⬜⬜⬜⬜
Braking: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟨⬜⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜

Base Model


Upgraded

Muddy, mediocre, and powerful. That about best sums up the All American Camaro (if those words can even make sense together). Muddy, because of the somewhat sluggish throttle response from such a powerful 300 HP engine. Mediocre, because the car doesn't really handle that well, nor does it have the high-end racing brakes to stop it without a problem. How does the powerful part fit in? It's weird, but the car actually feels ultraresponsive in the high RPM range. I'd give the edge to the Camaro over the T/A by just a hair, only because of this one reason.

Price: $22,000 **Level 2:** $5,775
Level 1: $3,300 **Level 3:** $7,425

Aston Martin: DB7

Accel.: 🟩🟩🟩🟩🟩🟩🟥⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟧⬜⬜⬜
Braking: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟨⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩⬜⬜⬜⬜

Base Model

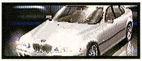
Upgraded

This is one of those high-end cars that doesn't feel "high-end." The stock numbers are very close to the Camaro, and you won't notice a world of difference when you get it out on the track. The same strategies apply when racing the DB7 as the Camaro. You can almost keep the throttle to the floor for the entire race, with the exception of some of the harder turns of course. Once fully upgraded, the DB7 gets noticeably faster and more responsive. Better than the XKR, but not quite as good as the BMW M5.

Price: $40,000 **Level 2:** $10,500
Level 1: $6,000 **Level 3:** $13,500

BMW: M5

Accel.: 🟩🟩🟩🟩🟩🟩🟥⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟧⬜⬜⬜
Braking: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟨⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩⬜⬜⬜⬜


Base Model

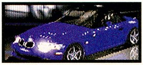
Upgraded

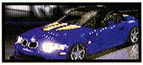
The M5 is king of the "super sedans" with the high-handling rating, making it the clear choice for serious racers. Once fully modified, I had absolutely no trouble winning the Super Sedan Challenge with ease. Compared to the other two cars in its class, the Jaguar and the Aston Martin, this vehicle is clearly the best of the three. The only feature the M5 is lacking is a set of decent disc brakes. But who cares about stopping power, right? If you need to depend on your brakes in a game called "Need for Speed," something's definitely wrong with you.

Price: $45,000 **Level 2:** $11,813
Level 1: $6,750 **Level 3:** $15,188

BMW: Z3 Roadster

Accel.: 🟩🟩🟩🟩🟩🟥⬜⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟧⬜⬜⬜⬜⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟨⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜


Base Model

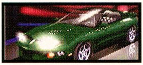

Upgraded

Definitely the better of the two roadsters, the BMW Z3 is my all-around favorite car to use in the open entry special events. Its great mixture of handling, explosive acceleration and decent braking make it the choice "beginner's car" to purchase. Once fully upgraded, the Z3 becomes much easier to control, and that little extra piece of power is just barely noticeable at the top end. The way I look at it, you can have a decked-out low-end speedster for only $35,000. This car will stay in your repertoire for a while to come.

Price: $20,000 **Level 2:** $5,250
Level 1: $3,000 **Level 3:** $6,750

Pontiac: Firebird T/A

Accel.: 🟩🟩🟩🟩🟩🟥⬜⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟧⬜⬜⬜⬜
Braking: 🟩🟩🟩🟩⬜⬜⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟨⬜⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩⬜⬜⬜⬜⬜


Base Model

Upgraded

A virtual twin of the Z28 Camaro, the Firebird T/A is almost identical in every respect. Middle of the road in just about everything other than high-end acceleration, the T/A isn't a car you'll want to race in High Stakes Mode (against a friend for pink slips...). Once fully upgraded, the T/A doesn't really show any noticeable differences from the stock version. The acceleration, handling and top speed are all slightly raised, but not enough to get it up into the "supercar" status. Use the Camaro Z28 over this car if possible...

Price: $22,000 **Level 2:** $5,775
Level 1: $3,300 **Level 3:** $7,425

Jaguar: XKR

Accel.: 🟩🟩🟩🟩🟩🟩🟥⬜⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟧⬜⬜⬜
Braking: 🟩🟩🟩🟩⬜⬜⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟨⬜⬜⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩⬜⬜⬜⬜

Base Model

Upgraded

Of all the cars in the game, I found this one to be the most unnecessary purchase I made. It falls right in between the two other sedans in its class, making it somewhat boring to race. Statistically, it looks great. The only thing it lacks are some decent brakes, which again, doesn't matter much. The acceleration is average, as is the handling. Since you have the choice between the three great cars in this category, why not go with the best and buy the BMW M5. Don't let me sway you if you're a hardcore Jaguar fanatic, though...

Price: $40,000 **Level 2:** $10,500
Level 1: $6,000 **Level 3:** $13,500

Chevrolet: Corvette

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟥⬜⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟧⬜⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟩🟨⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩🟩⬜⬜⬜

Base Model

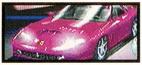
Upgraded

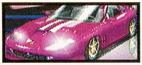
While we aren't quite into the realm of uncontrollably fast supercars, we're about as close as we can get for $60,000. There is absolutely nothing wrong with this car—not one thing. From acceleration to handling, the Corvette shines across the board. The car is so damn powerful, you'll find yourself hugging the guardrails quite a bit when you first hop into it. Treat it with caution on the grass 'n' dirt, or the sheer torque will keep your wheels spinning wildly for quite some time...

Price: $60,000 **Level 2:** $15,750
Level 1: $9,000 **Level 3:** $20,250

Ferrari: 550 Maranello

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟥⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟩🟧⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟩🟨⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜


Base Model

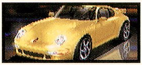

Upgraded

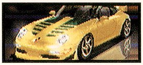
A great competitor for the Corvette, the extra money you'll end up throwing into the 550 Maranello just might be worth it if you've got the cash. Slightly better than the Corvette in every category, the Maranello is the obvious choice of the two. You'll definitely need to be aware of your speed at all times when in this beast. It's very easy to veer into a stray tree or wall when taking corners a bit too fast for comfort. Also note that your repair bill will be significantly higher for this car, since the import parts are harder to find...

Price: $75,000
Level 1: $11,250
Level 2: $19,688
Level 3: $25,313

Porsche: 911 Turbo

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟥⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟧🟥⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟨
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜


Base Model

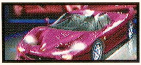

Upgraded

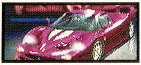
Folks, it doesn't get much better than this (I might as well tell you how much I love this car in real life, so I can further justify the awesome rating of this fine, fine, automobile). If you didn't already know, Porsches are renowned for their impeccable handling, and this game did an excellent job in translating that feature. The dual turbos give explosive acceleration, and the top speed is somewhere in the 175-mph range. Once fully upgraded, this car is frighteningly fast (just like it's real-life counterpart), and can get uncontrollable if you're not careful.

Price: $175,000
Level 1: $17,500
Level 2: $30,625
Level 3: $39,375

Ferrari: F50

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟥
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟧
Braking: 🟩🟩🟩🟩🟩🟩🟩⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟩🟩🟨⬜
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩🟥⬜


Base Model

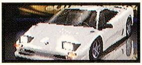

Upgraded

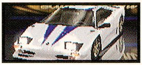
The F50 is the fastest of all cars in its class, but that high speed also needs a counterweight: handling. Stock, it's almost a nightmare to control, but once fully upgraded, the handling gets much tighter. When racing vs. the Porsche, there is no comparison in terms of speed. The only reason I give the edge to the Porsche, is because of that extra little piece of performance handling. Also notice that the sticker shock is quite a bit higher on this car versus its two competitors in its class. Keep this in mind when car shopping...

Price: $225,000
Level 1: $22,500
Level 2: $39,375
Level 3: $50,625

Lamborghini: Diablo SV

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟥⬜
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟧
Braking: 🟩🟩🟩🟩🟩🟩⬜⬜⬜⬜
Handling: 🟩🟩🟩🟩🟩🟩🟩🟨⬜⬜
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩⬜⬜


Base Model

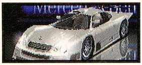

Upgraded

Stuck at the bottom of three cars in its class, the Diablo SV is by no means a crappy car. When compared to the value and handling of the Porsche, or the raw power of the F50, the Diablo is another one of those cars you could really do without. The price tag is high, and the repair bills will be through the roof if you're not a careful driver (like me). If you're the type who goes for the arcade-style driving where you'll slip and slide through most of the turns, this car definitely isn't for you.

Price: $200,000
Level 1: $20,000
Level 2: $35,000
Level 3: $45,000

Mercedes: CLK-GTR

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟩🟩⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Handling: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩

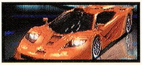

Base Model

The CLK chews up every other car in the game (excluding the statistical twin, the McLaren), with a "10" in almost every category. It actually handles very well when out on the track, but it still has too much power for its own good. I found myself smashing into just about everything the first couple tries, and even now after racing with it at least 50 times.

Price: $500,000
No Upgrades Available

McLaren: F1-GTR

Accel.: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Top Spd: 🟩🟩🟩🟩🟩🟩🟩🟩🟩⬜
Braking: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Handling: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩
Overall: 🟩🟩🟩🟩🟩🟩🟩🟩🟩🟩


Base Model

You're getting an F1 car in a streetable shell, making for a near-perfect car. The real trick to controlling a car of this caliber is to make sure not to "lose the tail" by hitting corners too fast for the car's handling. There are no available upgrades, meaning that the stiff $500,000 price tag is all you'll have to invest to get the best out of the McLaren.

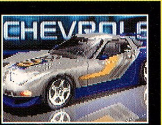
Price: $500,000
No Upgrades Available

Secret Cars!

Pro Cup Corvette

Acceleration: 9
Top Speed: 8
Braking: 8
Handling: 9
Overall: 8
JimzRating: Great
Resale: $168,750

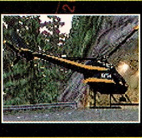
Unlocked by getting the gold trophy in the Corvette Pro Cup, this wickedly fast ride is a fun "show-off" car to have in your arsenal.



Helicopter

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

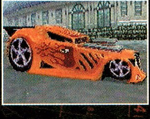
Unlock the Helicopter by completing **ALL** three "Hot Pursuit" modes with the police. After winning with the final cop, you'll get this.



Titan

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

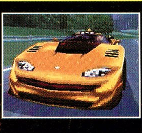
The Titan is unlocked by getting gold trophies in **ALL** of the game's special events. Probably the hardest of all secret cars to get...



Phantom

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

Get the Phantom by receiving gold trophies in **ALL** of the game's tournaments. Looks like a cross between a Camaro and a Ferrari...



Landstrasse: Germany

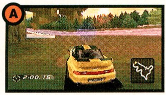
Difficulty - Easy

A beginners track, Landstrasse is one of the fastest courses you'll acquire. When mirrored, you'll mainly use the same strategies (note that all turns will be opposite), with a few exceptions noted in the "Mirrored" sidebar to the left. This course offers an opportunity to straighten out turns, take shortcuts and generally race around like a *freak*.

Mirrored!

You'll want to be aware of the shortcuts (all the turns are actually flipped from rights to lefts, and vice versa). Make sure to take note of the Village Square as well. I always seem to get tied up underneath the tents somehow...

A



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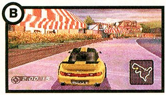

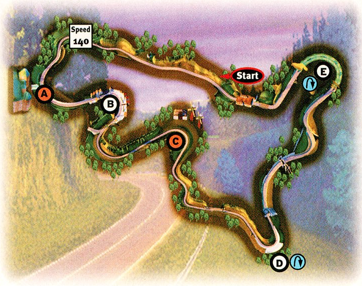

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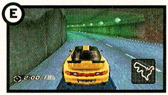

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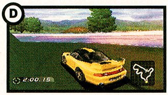

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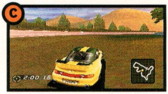


A Shortcut #1 (-.5 sec.)

Try cutting through the grass at the end of the main straight. You'll need to let off the throttle a bit.

B Village Square

The key to getting through this turn is the approach. Use moderate speed, and jump on the throttle coming out of the turn, not into it.

C Shortcut #2 (-1 sec.)

Another turn that's easier to take on the grass—just make sure not to spin the tires too much.

D Death Turn

Probably the worst turn in the game, the best idea is to cut across the grass as sharp as possible without spinning.

E The Tunnel

Beware of the "strategically placed" dividers inside the tunnel. Pick a side, and stay with it.

Route Adonf: France

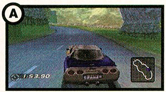
Difficulty - Moderate/Hard

Definitely raising the skill level from the first track, Route Adonf is actually one of the harder tracks in the game. Slower cars will have an easier time here because of the amount of tricky turns (unless, of course, you think you can handle those high-powered cars...) and weird obstacles. When going through town, you really should slow down (a lot) to prevent crashing.

Backward!

You absolutely must use the nasty shortcut at the very beginning of the track (the little arch off to the left). Trying to slow down and take the wide angle will definitely add time to your lap. Also, extra care is needed when exiting the town.

A



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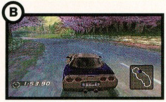

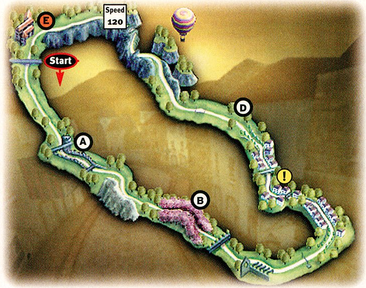

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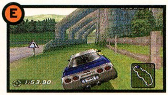

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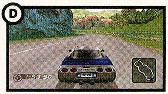

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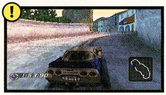


A The Archway

To maximize speed through the arch, hug the right side of the track as much as possible without slipping onto the grass.

B The Lavender Forest

It's all about the entry angle when hitting this series of turns. There's one tricky split right in the middle of the forest, so pull left as hard as you can when coming out.

! Up on the Curbs

The curbs are definitely fair game, but I'd steer clear of them. The bumps tend to cause uncontrollable spinning. Spinning=*bad.*

D Build That Speed!

The best place on the track to make up lost time, you should prepare to go **flat out** until the next *sharp* turn on the map. Get a good racing line, and stay off the grass.

E Use It? (-1 sec.)

I'm not sure whether to recommend using or avoiding this one. It's very narrow, and the likelihood of making it through without scraping the wall is very slim.

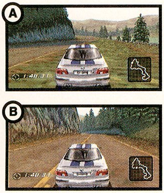
Kindiak Park: Canada

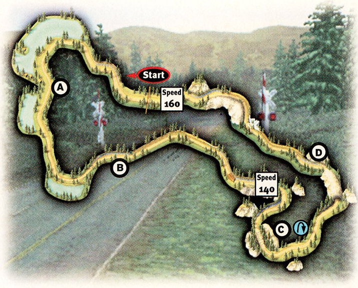
Difficulty - Hard

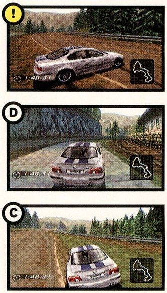
Getting into the more advanced tracks, Kindiak Park can be one of trickiest races in the game. There are actually a lot of opportunities to really build up some speed. Faster cars will have difficulty here, as the angles sloping on the side of the track make for easy spin outs. The grass won't hinder your speed, but it will spin you around a bit if you get too aggressive.

Backward!

It almost seems like this track wasn't designed to be raced backward at all. You'll need to incorporate a much lower speed throughout most of the track to compensate for the awkward turns you'll be taking. Try avoiding the trees by cutting the turns earlier than usual.







Ⓐ Grassy Knolls...
It's OK to use the grassy knolls as track if you take this series of turns a little too fast.

Ⓑ Sir Speedy
You can actually make it through this entire backstretch **flat out**, if you smooth out the first three little curves into the straight.

Ⓒ Watch That Rail!
This turn is notorious for screwing up your otherwise perfect lap. Keep the speed under 100 m.p.h. to be safe.

Ⓓ Make Good Shifts...
This begins the fastest part of the course, so make sure to get a good run on it by building up speed through the previous sharp turn.

! The Damage Factor
Every time you scrape a wall, ding a fender or hit anything out on the course itself, it'll cost ya. Smashing a McLaren's gonna cost you a bit more than a Camaro...

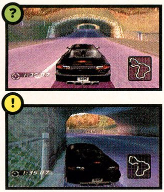
Durham Road: Britain

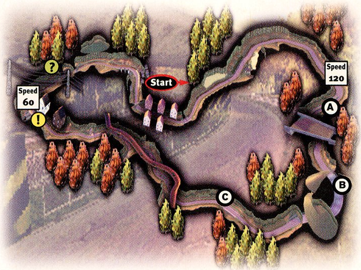
Difficulty - Easy

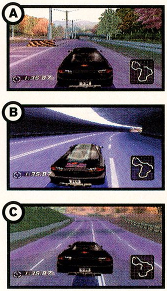
This track is racer-friendly. Offering one main track, with multiple variants of the path you take. There are a few spots where the track splits into two parts, with a divider in the middle. I prefer to switch between them as the situation warrants (meaning that if there's a lot of traffic on one side, I'll go the other way). Use common sense to steer clear of traffic.

Backward!

This track can be a hassle backward, as all of the turns are definitely set up for one-way runs. You'll need to slow down your speeds considerably at both tunnels, and also cut extra sharp at the "Death Turn." Computer cars seem to run flawless either way, so you'll definitely have to step it up a bit.







Ⓐ The First Split
I prefer to sway in between the dividers as necessary. Go with the inertia of the car, don't fight it.

Ⓑ The Tunnel
Turn early and you can make it through the tunnel at full throttle with no scrappage.

Ⓒ Stay on the Ground
Flying around like a spaceship is a big *no-no* when you're racing. Let off the throttle as you approach the crest of the hill to prevent this.

! Death Turn #2
Not quite as bad as the turn on Landstrasse, this one needs to be taken under 80 MPH if you don't wanna crash.

? Oh man...
Make a hard right before the tunnel, or you'll lose eight seconds trying to peel your car off the wall.

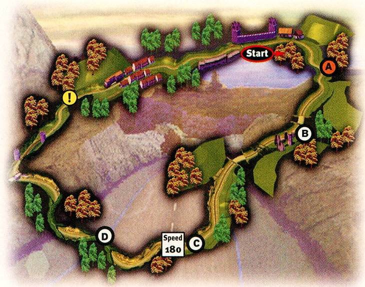
Celtic Ruins: Scotland

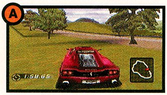
Difficulty - Easy

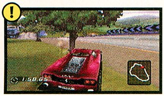
My favorite track, the Celtic Ruins is the best track for **ultrahigh speeds** and sneaky little shortcuts. When in heavy traffic, this course really shines. A large majority of the track is wider than usual, meaning you should be able to use the fastest cars in your garage with little or no worries about wiping out.

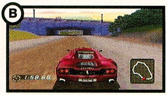
Backward!

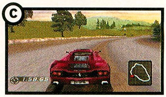
Unfortunately, the main straight won't be quite so "insane" because you'll be starting from the opposite end. Take it slow, remembering that you'll make twice as sharp of a turn afterward. The double tree shortcut still works though!

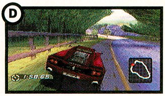












A Shortcut! (– 4 sec.)

This one works especially well in heavy traffic. Veer off to the left a little, and shoot right through these two trees!

B Johnny McSwift

If you want to test out the top speed of any given car, this is where you'll do it. The track is ultrawide, and staying in the dirt won't affect your speed at all.

C How Fast is Too Fast?

Make sure to slow down coming out of the ultrawide straight. If you don't, you'll have one hefty repair bill to deal with.

D Up on the Curbs

Again, the curbs are OK to use for emergencies. Your car becomes somewhat uncontrollable though, so be cautious...

! Zoiks!

Trees make for excellent obstacles. Just try to keep your grill from being inverted by them...

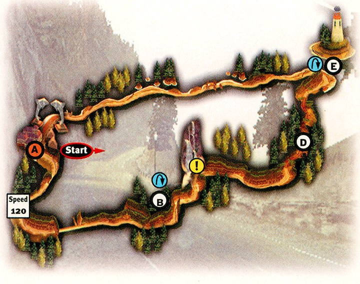
Dolphin Cove: U.S.A.

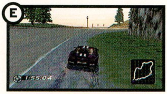
Difficulty - Moderate

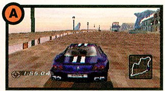
I'm not sure whether to love it or hate it, but regardless, it's still a rockin' course. The computer AI on this course is stunning, always managing to take each turn almost perfect. **Try to stay out of traffic on this course**—the track can get pretty thin throughout. The only shortcut is located at the start of the race, meaning you can only hit it on lap 2.

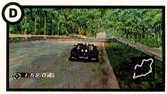
Backward!

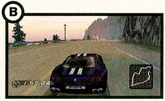
You **absolutely must use** the side path by the infamous "Rock." Coming into that turn from the back is a whole different ball game, so go even slower (like under 70) to make it a successful turn. The "Round the Fins" shortcut doesn't work at all, so try to make up lost time somewhere else...

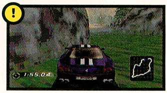












A "Round the fins"

Ever wonder why that extra track is beside those dolphin statues? It's there to maximize your speed when coming around that corner.

B Need for Speed

After this hairpin, it's time to let loose for the track's only good straight. All throttle, no bottle...

! The Rock...

Ugh. I hate this thing, and that's exactly why they put it here. Take the turn with a little slide, and keep it under 80 m.p.h. while you're at it.

D Travel the Forest

It's really tough to judge where the turns are coming in here, so use the grassy curbs as "extra track" if you need it.

E Damn Hairpin!

A terrible turn, you should be at no more that 80 m.p.h or so to take it correctly. Stay high coming in, and turn early since it's literally about 180 degrees.

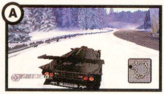
Snowy Ridge: U.S.A.

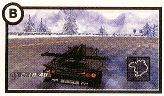
Difficulty - Very Hard

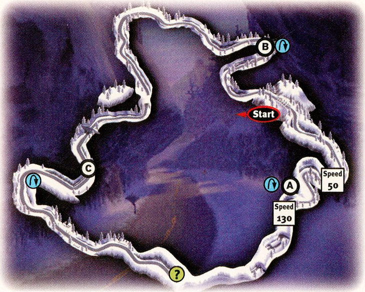
Probably the hardest track besides the “raceway” class, this track is extremely slow with lots of funky turns and snow-lined hills. Note that the snow is slippery, but not unless you start riding in it. The infamous “S-Curve” needs to be taken at extremely slow speeds, and there are no spots on this course to “open up” any of the cars.

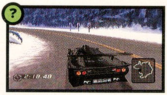
Backward!

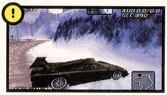
This track isn’t much harder backward (thank goodness), but some of the turns are awkwardly angled, so you might need some time to readjust to the scheme of things. Make a bad mistake here, and you probably won’t be catching up very easily.

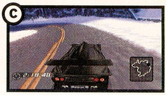












A The “S-Curve”

One of the hardest series of turns to make in the entire game, you need to slow down to 20 m.p.h. if you don’t want to eat the guard rails.

B Another Bad Corner

This track is filled with ’em, so you better get used to sliding through the turns early and at slower speeds.

C Ice Watch

You can just barely see it on the sides of the road, but it sure feels like ice whenever I go around this turn at a decent speed.

! Don’t Do That!

This is what happens when your tires just graze the snow. A little too much power and you’ll be spinning. Ouch...

? Make Up Time?

This track doesn’t offer many chances, so don’t make mistakes. If you do, your only chance is to speed through the tunnels as fast as possible (I hit 140).

The Raceways: U.S.A.

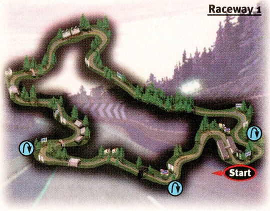
Difficulty - Hard/Very Hard

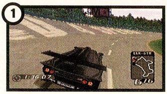
You’ll only to be able to race on these with all your cars after you acquire the gold trophy in the GT Racing Competition. Otherwise, you’ll only be using the McLaren or the CLK-GTR. All three tracks are tough, with lots of twists and turns designed to keep you on edge. Also be aware that you’ll have to do four laps instead of the traditional two.

❶ **Raceway #1:** The longest of the three, you’ll want to use your brakes A LOT as you enter the turns. If you don’t, you’ll surely get smoked.

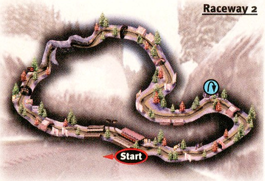
❷ **Raceway #2:** The easiest of the bunch, with easier turns and less overall speed. You don’t need to race perfect to win, but darn close...

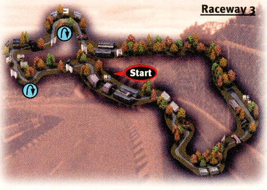
❸ **Raceway #3:** Yikes. This track is HARD. Forget about even trying to win if you aren’t first in the points standings. It’s imperative that you get the number-one slot to obtain a good early lead on the computer.





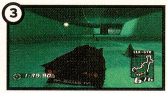
This track is extremely long, so you’ll have a chance to make up time.





2
CLK-GTR
1:23.23
6/6

It’s easy to get up in the walls on this track, so “slow it down!”



Watch the dividers in the tunnel, as the slightest mistake will cost you.

E3 Trick Flashback

Akuji the Heartless

Debug Mode and Invincibility

Debug Mode
Press Start to pause the game, then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug Menu to appear. You can choose many options, including your starting level!

Invincibility
Press Start to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Bust A Groove

Various Codes

Dance Previews:
Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu Screen. You will be able to view dance moves, mess with camera angles, etc. with any of the characters who completed the game. Make sure you save!

Alternate Costumes:
Highlight a character from the Player Select Screen and hold the Select button. With Select held, press X. You'll get that character's alternate costume.

Play as Capoeira:
Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z:
Finish the game under the Normal difficulty level with any character after you acquire Capoeira.

Play as Burger Dog:
Finish the game under the Normal difficulty level with Hamm after acquiring Robo-Z.

Play as Columbo (the mouse):
Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z.Left.

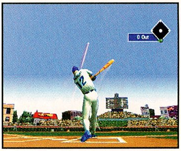
Colony Wars: Vengeance

Password Cheats

Here are some password cheats for CW:V (all are case-sensitive):

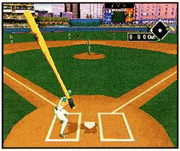
Invincibility: Vampire
All weapons: Tornado
Primary weapons available: Dark Angel
Infinite secondary weapons: Chimera
Infinite afterburners: Avalanche
Infinite money: Hydra
All ships: Thunderchild
FMV and Mission select: Demon
All missions, all ships, infinite secondary weapons, etc.: Blizzard
Disable Cheats: Stormlord

Triple Play 2000



Cool Codes

Automatic Homerun:
When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.



Automatic Strikeout:
When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

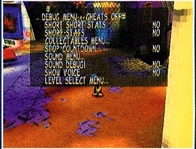
EA Dream Team:
Start an Exhibition game. At the Team Select screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

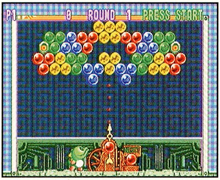
Gex 3: Deep Cover Gecko

Debug Code and Invincibility

Debug Code
Press Start to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug Menu. Within this menu is the option to choose your starting level and more!

Invincibility
To make GEX invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!





Bust-A-Move 99

New Puzzles

At the Title Screen where it tells you to "Press Start Button," press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen if you did it right. Now press Start and go into Arcade Mode. Choose "Puzzle" from the Game Select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Do you have a trick that you, and only you, know? Don't hold back—write us at:

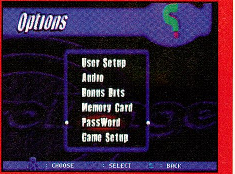
Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

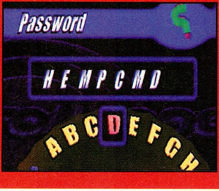
Sorry, we cannot respond to individual letters asking for codes or tricks.

Rollcage

Mirror Tracks, All Leagues, Etc.

Enter any of the following codes to unlock the cheats shown below:
All leagues, mirror tracks and other options: MAXCHEAT
All easy tracks: EEFNIEBA (make sure you've chosen easy difficulty)
All hard tracks: EEFPHMBC (make sure you've chosen hard difficulty)
All expert tracks: HEMPCMDD (make sure you've chosen expert difficulty)





All expert tracks plus extra car, all deathmatch modes, mirror tracks: HHMPNEED
Air horn: AIRHORNS (press Select to use the horn during a race)
Testers' best lap times: BESTLAPS
(With some of these passwords, the game may tell you that a password is invalid, but the codes still work.)

3Xtreme

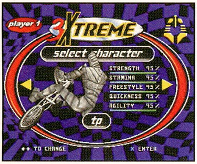
Secret Characters

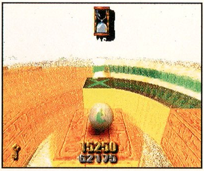
Highlight the Options at the Main Menu screen and press Left or Right on the D-pad to get to the codes menu. Enter any of the following codes to unlock a secret character:

Enter **LUGNUT** at the codes menu to get a Frankenstein character with 95 percent in all attributes.

Enter **DOMINIQUE** at the codes screen to play as the skater, Dominique.
Enter **TP** at the codes screen to play as a mummy with 95 percent in all attributes.

12.60
34MPH
0 PTS
0GATES
6th





Roll Away

Awesome Tricks

Temporary Invincibility -
Enter the following code anytime during gameplay: Right, Down, L1, R2, R1, 0, Triangle, Square.

30 Extra Seconds in Time Trial Mode -
Enter the following code anytime during gameplay: 0, L1, Triangle, Triangle, 0, X, Triangle, Down. This only works once per level.

Warp to Bonus Stage -
Enter the following code anytime during gameplay: Triangle, Up, Triangle, L2, L1, L2, Square, X.

Clear Screen in Bonus Stage -
Enter the following code anytime during gameplay: Right, 0, Square, L1, Square, 0, 0, Square.

Extra 30,000 Points -
Enter the following code anytime during gameplay: Square, Up, Down, L2, R1, Triangle, X, Triangle.

Cool Boarders 3

Cheat Names

Enter each cheat below as a name in Tournament Mode to get the various results.
WONITALL - Access to every course
OPEN_EM - Access every boarder and board
BIGHEADS - Get huge heads

Contender

Main Event Characters in Two-Player Mode

Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the character select screen press Square to pick one of the other boxers from your memory card.

Duke Nukem: Time to Kill

Appearance and Cheat Codes

Big Heads, Little Heads:
To change Duke and the enemies' appearances, pause the game and enter one of these codes:

Big Head Duke - R1, R1, R1, R1, R1, R1 R1, R1, R1, Up
Tiny Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, R1, Down
Big Head Enemies - R1, R1, R1, R1, R1, R1, R1, R1, R1, Left
Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head Code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise it won't work. Do the same for Tiny to Big.

Cheat Codes
Pause the game and enter these codes at a slow but even pace. If you enter them too fast they might not work.

Infinite Ammo - Left, Right, Left, Right, Select, Left, Right, Left, Right, Select
All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
All Inventory - R1 x 5, L2 x 5
All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down
Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1
Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2
Temporary Invulnerability - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2
Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select

Level Select
While playing, pause the game and press Down nine times and then press Up and it should say Level Select. Now quit the game and on the Main Menu you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

E3 Trick Flashback

Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port 2. Now hold down all four shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf

Mirror Courses and Mirror Players

Mirror Courses - On the Course Select Screen, highlight the course that you want mirrored and enter the following code: Hold L1+L2 and press the X button. When you go into the game, you will see that the course has been "mirrored."

Mirror Players - On the Character Selection screen, highlight the player that you wish to make a lefty or a righty, and enter the following code:
Hold L1 and press the X button. When you begin, you will see that your player is now standing on the other side of the ball.

Jersey Devil

Easy 1-Up Loop

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

Kagero: Deception II

Begin With Money

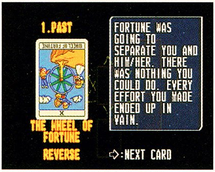
If you would like to start the game with extra money, just do this. When the game asks you to Name Her, go to the Name Input Screen and erase the name that's there. Now put in Astarte for your name and then choose OK. When asked, "Is this Name OK?" choose Yes. On the screen where Yocal is talking to King Eclypse, press Start. Look at your total ark and you will see that it is already at 2800!

Madden NFL 99

Cheat Codes

At the Main Menu Screen, move down, highlight and access the "Code Entry" option. On the Code Entry Screen, press X on New Code and enter any of these codes for the results shown:

CHARACTER SELECT
BUB



FORTUNE WAS GOING TO SEPARATE YOU AND HIM/HER. THERE WAS NOTHING YOU COULD DO. EVERY EFFORT YOU MADE ENDED UP IN VAIN.

Bust-A-Move 4

Awesome Cheats

Enter these codes quickly at the Title Screen while the words "Press Start Button" flash:

All Characters - Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading - Up, Triangle, Down, Triangle, Up. (This opens in the Option menu) You will hear a cheering sound to confirm that it worked.

Different Puzzles - Triangle, Left, Right, Left, Triangle (This opens in Puzzle Mode.) You will hear a cheering sound to confirm that it worked.

Talk Demo - Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. (You must have put in the All Characters and Tarot Reading first, for this to work).You will hear a cheering sound to confirm that it worked.

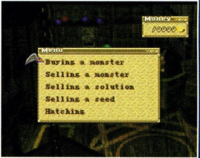
Monster Seed

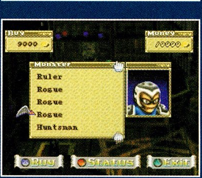
All Monsters and Ending

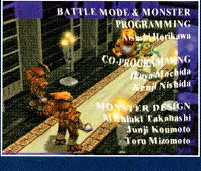
(Note: This trick works on the pre-production version of the game and is subject to change)

Access All Monsters -
To get all monsters, go to the Menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirming sound to let you know it worked. Now you can select from a plethora of different monsters and even rulers, rogues and huntsmen.

See the Ending -
To see the ending without beating the game, at the Title/Main Menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will allow you to get the ending of the game.



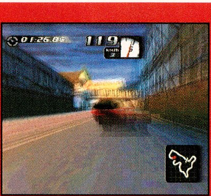


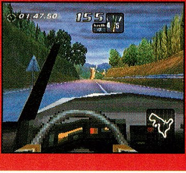


Need For Speed: High Stakes

Cool Codes

Slow CPU cars:
Play a tournament or special event race. Select a car and press Start to load the race. Before the loading screen pops up, hold Left, Square and Circle until the loading screen disapears.





New View and Turbo Boost:
After choosing a car, press start to begin a race. Before the loading screen appears, hold Up, Triangle and X until the loading screen disappears. Then, a new driving view is seen. Also, press up while accelerating to get a little turbo boost. Or, just hold it while accelerating to go very fast!

New Teams

BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden 98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team

Secret Stadiums

EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

R-Type Delta

Power-Ups

All Force Power and Full Power-ups -
To maximize your weapons during any time of the game, press Start to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force power followed by any of the power-up codes:

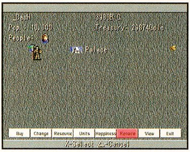
All Force power -
Left, Right, Up, Down, Right, Left, Up, Down, Triangle.
Red power-up -
Left, Right, Up, Down, Right, Left, Up, Down, Square.
Blue power-up -
Left, Right, Up, Down, Right, Left, Up, Down, X.
Yellow power-up -
Left, Right, Up, Down, Right, Left, Up, Down, Circle.

(Note: This trick works on the pre-production version of the game and is subject to change)

Civilization II

Money Code

After you create your first city, go to the "City" option and access it. In the City Screen, choose "Rename" and enter the name of your city as shown: _CasH



_CasH
3980B.C.
Pop.: 10,000
Treasury: 29874Gold
People:

When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

PARASYTE
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HARLEM BEAT
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E3 Trick Flashback

Marvel Super Heroes vs. Street Fighter

Hidden Characters

These characters can be used in any mode of the game.

For Armored Spider-Man:
Highlight Spider-Man, hold Select and press any button.

For Dark Sakura:
Highlight Hulk, hold Select and press any button.

For Mephisto:
Highlight Omega Red, hold Select and press any button.

For Shadow:
Highlight Dhalsim, hold Select and press any button.

For Dark Zangief:
Highlight Blackheart, hold Select and press any button.

For U.S. Agent:
Highlight M.Bison, hold Select and press any button.

Metal Gear Solid

Tuxedo Snake

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mortal Kombat 4

Default Gunpod Weapons

From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player two choose his/her character. Now player one must defeat player two. Then player two must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player one choosing the group select, and player two choosing a character. You will notice that player one will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player two, have player two continue and go back to the Fighter Select Screen again. Now have player one choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.

NFL GameDay 99

Easter Eggs

From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs option. Now choose to add and put in any of the codes as shown:

CREDITS - Shows game's credits
EVEN TEAMS - Both teams are evenly matched.
BIG BALLS - Huge football
HAMSTRUNG - Blow a hamstring after using speed burst.
WEAK - Bad coverage
BLINDERS - No penalties
BIG HITS - Harder tackles
STEEL LEG - Kick longer field goals
STICKEM - Tighter coverage
ITS IN THE FPS - Frame-rate changes
PRIME TIME - More celebrations
TELE TUMMY - Have TV on players' chest
DAVIS - Better running
ROCKET MAN - Longer dives
BOBO - Players' last names are all Bobo.
PRESIDENTS - Players' last names are all ex-presidents.
EURO LEAGUE - Players' last names are all European.
SPORTS - Players' last names are all 989 Sports personnel.
RED ZONE - Players' last names are all Red Zone personnel.
HOOPS - Players' last names are all basketball players.
FLEA CIRCUS - Tiny players
GRUDGE MATCH - Different- colored field and no goal posts
PLAYING CARDS - Flat 2D players like cards
FLAT LAND - Flat players
BUNYON - Short, stocky players
POP WARNER - Skinny, kidlike players
SLIDESHOW - After the game, see all the cheerleaders.
HOT SHOT - Faster passes
GD CHALLENGE - Harder CPU
CPU SCORES - Better CPU offense
CPU STUFFS - Better CPU defense
MIND READER - CPU knows what formations to use on your play.
COFFEE BREAK - Faster game speed
SWIMMERS - Better swim move
PUPPETS - Players have strings attached to them.
STAMINA - No fatigue

Ninja: Shadow of Darkness

Invincibility and Level Select

Invincibility
Pause the game at any time and press L2, R2, L2 3 times, R2 3 times, then Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!

Level Select
Remove your memory card and turn on the PlayStation. When the screen says "Checking Memory Card" quickly press L2, L2, L2, R2, R2, R2. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game and you'll access the Level Select menu.

Oddworld: Abe's Exoddus

Cool Codes

Level Select:
At the main menu hold R1, then press down, up, left, right, triangle, square, circle, triangle, square, circle, down, up, left, right.

View all FMVs:
At the main menu hold R1, then press up, down, left, right, square, circle, triangle, circle, square, circle, up, down, left, right.

Invincibility:
While playing a game, hold R1, then press circle, triangle, square, X, down, down, down, circle, triangle, square, X.

Rally Cross 2

Multiple Codes

For all the codes below, begin a new season and input the codes at the Enter Name Screen. Note: The Tracks, Difficulties & Cars code doesn't unlock all the tracks; you'll also need the individual track codes.

All Tracks, Difficulties & Cars: moobmoob
Hillside Track: bsirhc
Dusty Road Track: mit
Rock Creek Track: kcin
Dry Humps Track: cire
Little Woods Track: foster
Frozen Trail Track: nivek
No Car Collision: incorporeal
Low Gravity: airfilled
High Gravity: leadshot
Restore Gravity: mooney

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats:
Press L1+R1+R2+Select at same time when you first start the level.

Invulnerable:
Press L1+R1 at same time, then press Up, Down, Left, Right.

Hornet's Nest:
While stingers are selected, press Triangle+L2+L1+R1+Left. Hold these buttons until you see a the text confirmation that it worked.

Blow up the Earth:
Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to the moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

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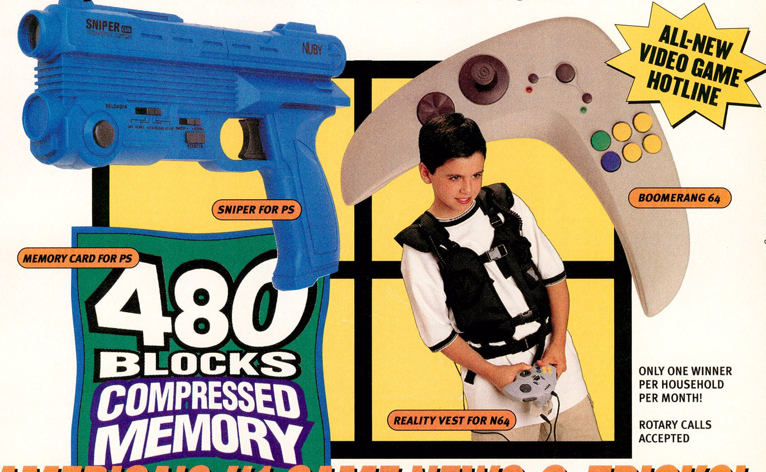

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E3 Trick Flashback

Test Drive 5

Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race option, choose the Drag Race and get a good time that will earn you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as NOLIFE. This will get you three bonus cars: Chris's Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name VRSIX. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase option. Now you can choose from four different types of police cars. In this mode, your object is to arrest as many lawbreakers as possible while gaining points along the way. Press the R2 button to use your siren, and disable your enemies by running into them.

Tomb Raider 3

Incredible Cheats

In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. You will hear a scream.

Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear Lara grunt.

Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says "No."

All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.

Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says "No."

Twisted Metal 3

Sweet Tricks

Infinite Specials:
Enter L1, L1, R1, R1, R1 as a password. Then you will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion:
Enter Right, Right, Right, Left, Left as your password. Then you will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

Play as Sweet Tooth:
Enter Left, Left, Left, Right, Right as a password. Then you will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

Club Kid's House Level:
Enter Left, Left, Left, Square, Square as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Club Kid's House bonus level.

Warehouse Level:
Enter Square, Square, Square, Left, Left as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle in order to begin at the Warehouse bonus level.

Demo Level:
Enter Up, Up, Up, Left, Left as a password. Then you will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

Enable memory card:
Enter Start, Start, Start, Start, Start as a password. Then you will return to the Main Menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

Vigilante 8

Many Incredible Codes

Hidden Vehicles—From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

Monster Wheels—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER_WHEELS. Every vehicle's tires will now be huge!

Deadly Missiles— From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY_MISSILE. Your interceptor missiles will do more damage.

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE_GRAVITY. The vehicles will jump higher.

Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I_WILL_NOT_DIE. You will now be invulnerable to all hits.

Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST_OF_ALL. Your opponents will now be more aggressive and the game will be more difficult.

No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.

Wild 9

Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "One Up" behind the first pillar. Once you receive the extra man, press Start, then Select, and press Quit (Select Yes). Then press Start again and "Continue previous game." Go back and repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

WWF War Zone

Play as the Trainer and Big Head Code

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

X-Men vs. Street Fighter

Tag Team and Full Combo Gauge

Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L1. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player 1 picks Ryu and then Ken, player 2 must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.

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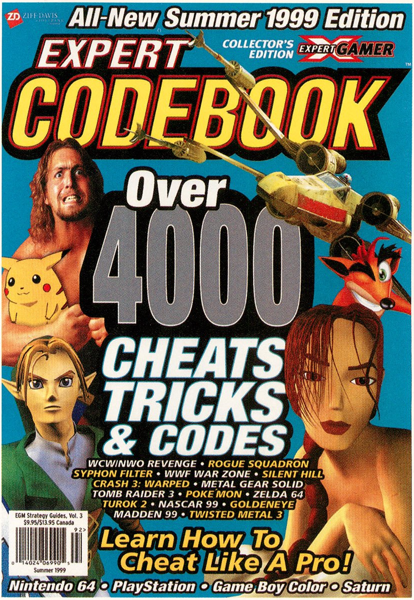
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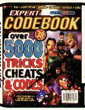
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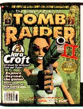
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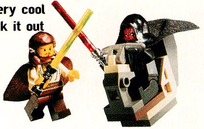
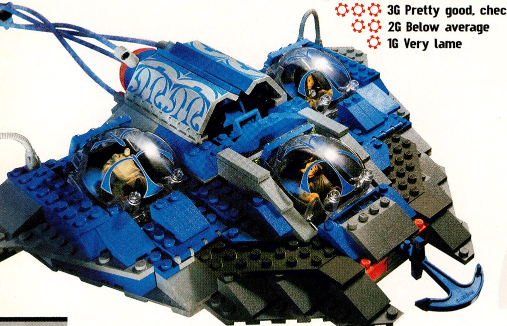
gadgets, electronics, arts and recreation

by Gary Steinman
gary_steinman@zd.com

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame



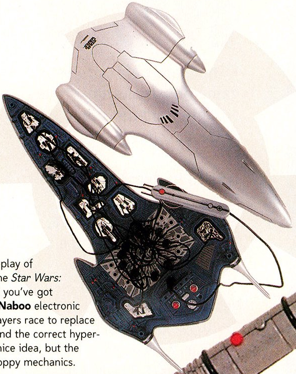


Build Your Empire

When g.e.a.r. featured the "classic" Star Wars Lego kits back in the May issue, we hadn't yet played with them. Since then, we've tested both the classic sets and these **Episode I Star Wars Lego kits**, and we're happy to report they're every bit as cool as they look.

Lego $5.99–89.99

⚙⚙⚙⚙◖



Fix It

Take the classic gameplay of Operation, throw in the *Star Wars: Episode I* license, and you've got Tiger's **Escape from Naboo** electronic game. Two to four players race to replace damaged parts and find the correct hyperdrive connections. A nice idea, but the game is marred by sloppy mechanics.

Tiger $29.99

⚙⚙◖

Koosh Mania

Too cute for words? Or a case of licensing gone too far? We here at g.e.a.r. are still scratching our heads over these **Episode I Koosh figures**. Sure, they're kind of neat, but then again, you can't help but wonder what George Lucas was smokin' when he signed off on these.

OddzOn $7.99

⚙⚙◖

STAR WARS
COMMTECH

Darth Mauler

There's nothing like a good lightsaber to settle your differences. And now with the **Darth Maul Double-Bladed Lightsaber**, you can exact your dark revenge in style. An essential toy for any Star Wars fan, this lightsaber extends to five feet from end to end, whirs and hums, and flashes on contact. Too bad Hasbro placed a reset button right next to the on/off button, making it virtually impossible to avoid inadvertently powering down your saber. If not for this flaw, this toy might have earned a perfect score.

Hasbro $21.99

⚙⚙⚙⚙

Write On

Taking notes just got a lot more fun—that is, if you're using the **Lightsaber Duel** or **Sith Infiltrator Pen Game**. These working pens include minigames as well as sounds and voices from *The Phantom Menace*. The only drawback is, you can't turn the sound off, so you won't be able to play during jury duty or business meetings.

Tiger $9.99 ⚙⚙⚙

Duel Tool

Practice your Jedi skills with Tiger's **Action Reaction Lightsaber Duel** game. Swing the lightsaber in different directions to make your onscreen character parry and thrust, and feel the handle vibrate when you get hit. Not a very difficult game, and definitely geared toward the younger set.

Tiger $24.99 ⚙⚙⚙

Be Little

A g.e.a.r. favorite, Galoob's **Episode I Micro Machines** playsets make the perfect office toy. Just having an assortment of mini Battle Droids and other Star Wars stars by your workstation can lighten up those dreary days of drudgery.

Galoob $9.99–24.99 ⚙⚙⚙⚙

Slobbering Jabba

Talk about realism! The **Jabba Glob** figure looks cool enough as is—but you also get a can of tasty slime and a packet full of little frogs. Squish ol' Jabba's head and the delightful green goo spews out of his mouth. What a way to show your love.

Hasbro $12.99 ⚙⚙⚙⚙

Figure of Speech

So many figures, so little space...Hasbro's **Episode I action figures** come complete with COMMTech chips in their stands, allowing them to talk and even interact with each other. The figures themselves are quite nice (the myriad details are well-realized—and some even have articulated wrists so you can better pose them with their lightsabers). Too bad the speech aspect ain't all that great. The voices played by the **COMMTech Reader** sound like they're coming from an old digital answering machine. Still, the Reader has a few nifty features, like the ability to store all the lines of four different characters to be played back at any time.

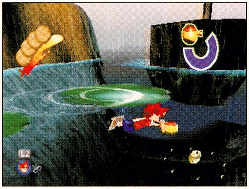
Hasbro (figures) $7.99 ⚙⚙⚙⚙

Hasbro (Reader) $21.99 ⚙⚙⚙

Ape Escape

Players	1	**Developer**	Sony CEA
Availability	Q2 99	**Publisher**	Sony CEA
Analog Compatible	Only	**Genre**	Action

✕	Select Gadget
○	Select Gadget
□	Select Gadget
△	Select Gadget
L1	Recenter Camera
L2	Free Look Mode
R1	Jump
R2	Speed Burst (in water)



What is it?

One of Sony's A-list titles for the summer, Ape Escape concerns super-intelligent monkeys who (just like you'd expect naughty monkeys to do) travel through time changing history. Tsk tsk! It's historically significant, too, as the first PlayStation game to *require* an analog controller.

What to expect in the full game:

More gadgets, more levels and more monkeys!

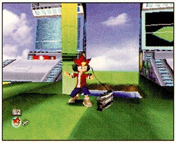
Our advice:

Spend a few minutes running around the first level, Fossil Field, and getting used to the control scheme.

The game is very different from everything else out there, and it's also a heck of a lot of fun. It's a lot easier to capture monkeys if you hit them with your stun stick first. Remember, you don't have to use a gadget in the same direction you're moving or facing—the two analog sticks are completely independent of each other. After completing the first level, you'll be sent to a training stage followed by a watery level, the Wetlands. Once you've completed the Wetlands you can go pick up two more gadgets from the training room. Now, return to the first two levels and pick up any monkeys you might have missed the first time through.

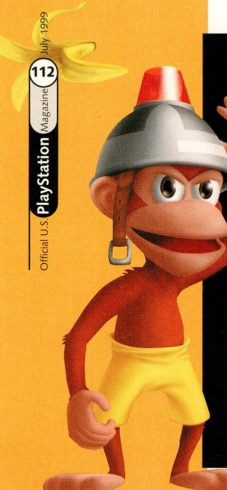
Did you try:

Sneaking up on monkeys (push in the left analog stick)? Catch them without being seen, and you'll feel like you're playing Monkey Gear Solid.



OPM psychic sez:

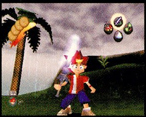
This game looks like it'll be more fun than a barrel of... er, this game looks like it'll be a lot of fun! Yeah.



The Gadgets of Ape Escape

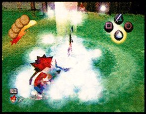
Stun Club:

This lightsaber look-alike can take out lesser foes and momentarily freeze monkeys. Move the stick in a direction to swing the club in that direction. Move the stick in a circle to swing the club around you in a circle.



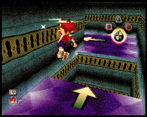
Time Net:

No self-respecting time-traveling monkey hunter is ever without his Time Net. It may look like ordinary mesh, but it's capable of creating a temporal vortex that drives monkeys bananas. Used like the stun club.



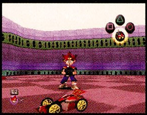
Sky Flyer:

Do the helicopter! Twirling this puppy sends you soaring high into the sky. Jump and twirl to fly even higher. Move while in flight to catch major air. Repeatedly move the stick in a circle to activate and stay airborne.



RC Car:

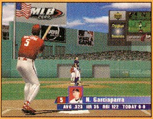
This is just like the kind you had as a kid and used to chase the neighbor's cat. It can fit into small places and trigger switches. Push in the analog stick to send out a car, then steer it with the right stick.



MLB 2000

Players	1-2	**Developer**	989 Sports
Availability	Now	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Sports

✕	**Swing/Return runners**
○	**Bunt/Return all runners**
□	**Hit for Average/Power/ Advance all runners**
△	**Steal/Advance runner**
L1	**Not Used**
L2	**Total Control of Batting**
R1	**Not Used**
R2	**Move Batter in Box**



If this looks familiar, it's because it's almost identical to MLB 99.

What is it?

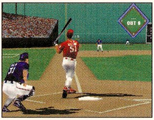
This year's revision of Sony's MLB baseball series.

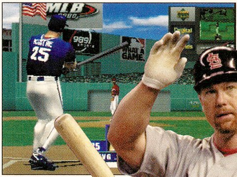
What to expect in the final version:

All the teams, players, and stadiums; quick play, season, playoffs, spring training and home run derby modes; new general manager and manager modes.

Our advice:

The demo lets you play the part of the National League in the most recent All Star game. The "Total Batting Control" system lets you try to guess which quadrant the pitch will show up in. Home run kings Sosa and McGuire are both here, each showing (as do many players) his own specific batting stance. The major changes in this year's title are the addition of the general manager and manager modes—neither of which are in the demo—and improved graphics and sound. If you've played a previous MLB (or other baseball) title, you should have the general gist of things. If not, here's a tip: Hit the ball.





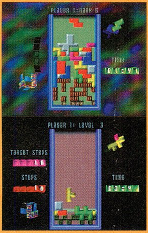
OPM psychic sez:

This and Triple Play 2000 are in a virtual home run derby for "best baseball title" this year. Try the demo and see for yourself what's so special about MLB 2000.

The Next Tetris

Players	1-2	**Developer**	Blue Planet
Availability	Q2 99	**Publisher**	Hasbro
Analog Compatible	Yes	**Genre**	Puzzle

✕	**Rotate Clockwise**
○	**Rotate Counterclockwise**
□	**Not used**
△	**Not used**
L1	**Not used**
L2	**Not used**
R1	**Not used**
R2	**Not used**



What is it?

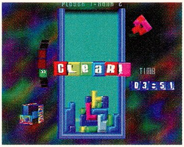
It's Tetris, only it's super cool '90s Tetris with morphing blocks and three-dimensional pieces

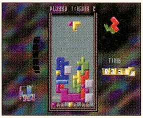
What to expect in the final:

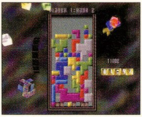
The one-player mode gives you five minutes to form as many lines as possible, while the two-player mode has you competing against another player to form the most lines in two minutes. Marathon mode is closest to "classic" Tetris: form line after line without the blocks reaching the top. A challenge mode—clear X lines with Y pieces—rounds off the different gameplay modes.

Our advice:

Almost everyone knows how to play Tetris: Arrange the falling blocks to produce horizontal lines, which then disappear and lower the stack. The Next Tetris offers a few new twists. First, pieces are often made of several different colors. When you drop a block, any unsupported piece of a different color will continue falling. Moreover, The Next Tetris swings and bobs pieces as they fall—this is more than just eye candy. The "looseness" makes it possible to squeeze and twist blocks through previously innavigable passageways. You can even move pieces upward! If a piece catches on another while rotating, and the majority of the rotating piece could "complete" the rotation, often the rest of the block will be lifted upward!







Did you try:

Building a really big block of a single color? After its size reaches a critical mass, the block will explode, and any different-colored pieces sitting on top will fall down. This means you can now set up combos similar to those found in Super Puzzle Fighter II. Comboing Tetris...well, at least there aren't fatalities.

OPM psychic sez:

While the new gameplay features sound intriguing, it remains to be seen if they actually improve upon the original Tetris formula. And, if they don't, you can play the "Classic Mode."

Tony Hawk's Pro Skater

Players	**1-2**	**Developer**	**Neversoft**
Availability	**Q2 99**	**Publisher**	**Activision**
Analog Compatible	**Yes**	**Genre**	**Sports**

- ✕ **Hold to crouch /Release to ollie**
- ○ **Grab Trick**
- □ **Kick Trick**
- △ **Grind**
- L1 **Hold or Fast Spin**
- L2 **Rotate 180°**
- R1 **Hold or Fast Spin**
- R2 **Rotate 180°**

The full version of Tony Hawk Skateboarding will have loads of tracks and environments just as good as the one on the disc.

What is it?

Extreme skateboarding with the "Michael Jordan of Pro-Skating," Tony Hawk.

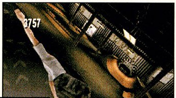
What to expect in the full game:

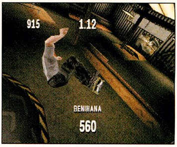
Real skaters with signature tricks and moves; realistic skating environments; career, one- and two-player modes.

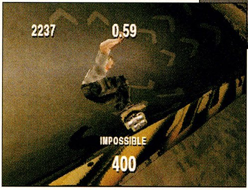
Our advice:

When in the pool or halfpipe, hold down X to stay crouched and keep your speed. Release X right at the top of the lip for maximum airtime. Landing big tricks will also boost your top speed. The value of the tricks decreases every time you trigger them, so you need to make them count the first time around. You get scoring multipliers for comboing tricks and for spinning them (360, 540, 720). Use R1 and L1 for maximum spin time.

In any given run make sure you attempt all of the grabs, flips tricks, grinds and specials available to you.







Pull every trick at least twice while either spinning, tweaking or comboing it.

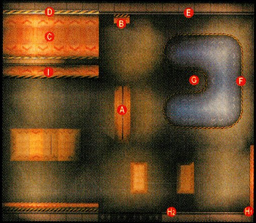
Make sure you do a flip trick into and out of every grind or slide. Just ollie (hit X), flip the board (square + d-pad direction), grind (triangle), then ollie out of the grind (hit X again) and bust one last trick before hitting paydirt.

In two-player mode try to thrash your opponent to keep him from scoring big. When two players collide, the slower player gets slammed to the ground.

OPM psychic sez:

Professional skaters, signature moves and realistic arenas make this game grind above the rest. Add the legendary Tony's design input, and you have one game no skateboarding fan will want to miss.

SKATEPARK TIPS: The Perfect Run



A - This staggered ledge can score the biggest combos in the arena. When you start, try doing an impossible (square + d-pad down) into a nosegrind (triangle + up) along the high edge, then switch to a different grind when the ledge steps down. If you can tack another trick on, like a 360 flip (square + d-pad down-right), on the way out, you can score a 9000 point combo!

B - The Big Spill: Pull a big air diagonally across the face of this quarter pipe to jump the gap and transition into the halfpipe.

C - Air Apparent: Hit the halfpipe and land huge tweaked 720s with all eight of the grabs for massive, multiplied combos. Try not to bail—Tony doesn't look good with splinters in his forehead.

D - Work every surface. Don't forget to grind the lips of the halfpipe. In the final game you'll also be able to pull inverts (handplants), fastplants, crooked and smith grinds.

E - Leap of Faith: If you get up on this platform you can try to jump to the pool. If you're up to it, try pulling a varial (square + d-pad down-left) as you make the transfer, or land in a grind as you hit the pool's edge.

F - Pool Party: Remember, when you grind or slide you have to use the d-pad to keep your balance. If you're nimble enough you can grind almost the entire perimeter of the pool.

G - Hip Bone: This one's tough—push forward when you climb the hip of the pool and try to clear the entire protrusion, landing back in the pool on the other side (just watch out for that pole!).

H - If you can see it, you can skate it: Use the quarter pipe (H1) in this corner to get up on the mezzanine that runs along the east edge of the skatepark. You can skate along the top, and then try to launch down (H2) on to the handrails below for huge combos!

I - Transfer Requested: You can get back into the halfpipe quickly by using this quarter pipe. Just push up on the d-pad as you hit the lip, then ollie just as you fly over it—with a little luck you'll launch smoothly back into the halfpipe.

Interplay Sports Baseball 2000

Players	1-2	**Developer**	Interplay Sports
Availability	Now	**Publisher**	Interplay
Analog Controller	Yes	**Genre**	Sports

Pitching controls: Types

- ✕ + Dpad Curveball
- ○ + Dpad Fastball
- □ + Dpad Special Pitch
- △ + Dpad Slider

Pitching controls: Speeds

- ✕ + Dpad Fast/Medium
- ○ + Dpad Slow
- R2 + Dpad Special Pitch

Field Controls

- ✕ Throw to the cut off
- ○ Switch Players
- □ Dive
- △ Jump/Climb Wall
- ✕ + Dpad Throw to specific base

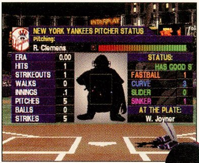
Batting Controls:

- ✕ Contact swing
- ○ Power swing
- △ Bunt

What is it? The latest baseball title from Interplay (formerly published as VR Baseball).

What to expect in the full game:
All the teams, players and stadiums; exhibition, season, tournament, playoffs, and home run derby modes, as well as a general manager mode.

Our advice:
The pitching system can be tricky, so here's an example to get you started. First, push the buttons for the pitch type (say, X + up); next, put in the pitch speed (say, square + right). Your pitcher will then execute the pitching combination: In this case, a slow curve ball, down and away.

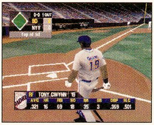

NEW YORK YANKEES PITCHER STATUS
Pitching:
R. Clemens

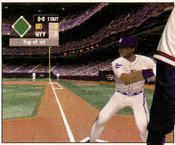
ERA	0.00
HITS	1
STRIKEOUTS	1
WALKS	0
INNINGS	.1
PITCHES	5
BALLS	0
STRIKES	5

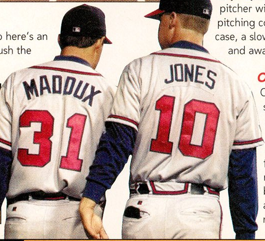
STATUS:
HAS GOOD S

FASTBALL	1
CURVE	3
SLIDER	0
SINKER	1

AT THE PLATE:
W. Joyner







***OPM* psychic sez:**
Compared to this season's Triple Play 2000 and MLB 2000, Baseball 2000 comes up rather short. The full version's managerial modes are decent, but the appearance and sound remain mediocre.

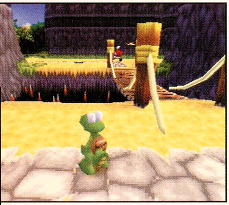
Croc 2

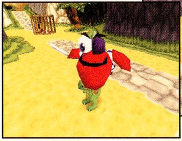
Players	1	**Developer**	Argonaught
Availability	Q2 99	**Publisher**	Fox Int.
Analog Compatible	Yes	**Genre**	Action

- ✕ Jump
- ○ Reset Camera
- □ Tail Attack
- △ First Person View
- L1 Sidestep Left
- L2 Not used
- R1 Sidestep Right
- R2 Not used

What is it?
A sequel to the successful platformer Croc: Legend of the Gobbos.

What to expect in the full game:
Four main worlds to explore from a central hub, a variety of vehicles to use (hang gliders, rafts, and the ubiquitous mine cart), new moves for Croc, Gobbos that give hints and dress according to their area, 30-fps hi-res engine, and huge levels spooled off the CD.





Our advice:
Practice using the triple Boost Jump (x to jump, then double-tap and hold x), it can make otherwise implausible jumps possible and help you find some secret areas. Holding down L1 and R1 gives Croc a long jump that would make Carl Lewis proud; use it to leap over chasms or to look really silly while walking.

***OPM* psychic sez:**
Croc 2 looks like it's shaping up to be a solid addition to the franchise, and Croc himself more than a one-hit mascot wonder. Hopefully, more levels, more vehicles and more gameplay will add up to more fun.

Did you try: Reaching those otherwise unreachable caves? The Boost Jump might be the answer.

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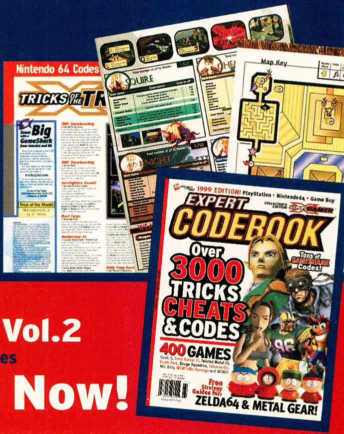
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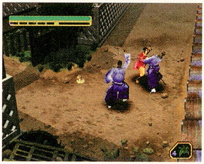
Soul of the Samurai

Players	1	**Developer**	Konami
Availability	Q2 99	**Publisher**	Konami
Analog Compatible	Yes	**Genre**	Adventure

✕	**Jump/Select**
○	**Use Item/Cancel**
□	**Attack/Talk/Investigate /Pick Up**
△	**Weapon Ready/Put Away**
L1	**Run (+Dpad)/Change**
L2	**Item**
R1	**Not used**
R2	**Lock on/Guard/Parry**



What is it?

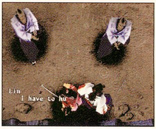
Think of it as Tenchu meets Resident Evil; an action adventure title set in Edo Japan.

What to expect in the final version:

Separate quests for the ronin Kotaro Hiba, and ninja Lin; a variety of weapons and over 40 special attacks; intriguing story line of plot and intrigue against the shogun.

Our advice:

Soon after the game begins, you'll find yourself surrounded by a batch of assailants. Defeat them; if you can remember which button swipes your sword, this should be fairly simple. After some brief exposition, choose your character, talk to townspeople, pick up the items you find laying about and set forth to begin your quest.



Did you try:

Slashing the townsfolk? You really shouldn't —there's almost definitely something in the Bushido code about unprovoked attacks on bystanders. And you don't want to miss out on their witty conversation trees, do you?

OPM psychic sez:

Between this and Capcom's upcoming Onimusha, the feudal-style Japanese adventure genre is starting to look a little crowded. Konami's effort, while a tad rough around the edges, should be a decent entry.

Bloody Roar 2

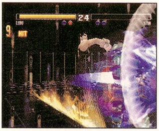
Players	1-2	**Developer**	Eighting/Raizing
Availability	Now	**Publisher**	Hudson Soft
Analog Compatible	Yes	**Genre**	Fighting

✕	**Kick**
○	**Beast Morph/Beast Attack**
□	**Punch**
△	**Throw (Punch + Kick)**
L1	**Not used**
L2	**Not used**
R1	**Heavy Guard**
R2	**Not used**

There's something compelling about men that can turn into beasts, and then back again, isn't there?

What is it?

Caged-arena combat between two fighters, with a twist: Each competitor can morph into an animal form mid-round, temporarily unlocking new moves, skills and powers.



What to expect in the final:

More characters, more levels, secret characters and secret options. Five modes of play: Arcade, Vs., Story, Survival and Watch. Introductions and endings for each character. And, with the reintroduction of the sidestep to the U.S. final, a bloody lot of gameplay depth.

Our advice:

The demo has two playable characters, Long the Tiger and Stun the Insect; each has a variety of special attacks. There's not enough room to list them all here, but try these: pressing a direction and an attack button simultaneously; tapping twice in a direction, then an attack button; quarter circle forward or backward, then an attack button. (An attack button is punch, kick or beast attack). Most of these combinations will have some sort of smashing effect.

OPM psychic sez:

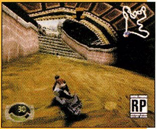
The first Bloody Roar was a sleeper hit among fighting fans; hopefully, the second will be an improvement on the first's sanguineous legacy.

Did you try:

Beast Drive moves? Each character has a super-powerful attack that can only be unleashed in beast mode. If they miss, their beast bar goes to zero and they immediately revert to human form, but if they connect, their opponents learn a new type of hurt. Long's is quarter circle forward, half circle back, beast attack; Stun's is half circle backward, half circle backward, beast attack.

Jet Moto 3

Players	1-2	**Developer**	989 Studios
Availability	Q2 99	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Racing



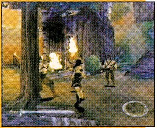
What is it? The sequel to Jet Moto 2, duh. Futuristic jet ski racing action. The playable version that we played seemed to be much improved over its predecessor, but it's still way too early to tell.

Why should I care? The Jet Moto series has always skirted the line between "serious" and "fun" racing ever since it debuted shortly after the PlayStation. The unique physics model makes piloting such bizarre hoverbike creations seem almost plausible. Jet Moto 3 is the first Jet Moto title without the original developer, SingleTrac, at the helm. Hopefully it won't share the same fate as Twisted Metal 3, another sequel that lost SingleTrac as its developer. How this changing of the guard will affect the game remains to be seen.

***OPM* video critic sez:** "Looks like 989 Studios learned their lesson with Twisted Metal 3 and has left Jet Moto's traditional gameplay mostly untouched. Let's hope the series' uniqueness survives unscathed. Thumbs up."

Xena: Warrior Princess

Players	1	**Developer**	Universal
Availability	Q2 99	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Adventure



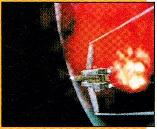
What is it? Xena's first foray into the video game realm comes in the form of a 3D action adventure. The Warrior Princess has to stop Calisto and Ares' evil plot—and save Gabrielle, too.

Why should I care? Because if you don't care, Xena will find you and beat you up. Also, the developers are promising over 20 levels (each with its own boss), 80 individual character animations, and top-quality exploration and combat components. Lucy Lawless and Rene O' Connor supply their own faces and voices to their digital counterparts.

***OPM* video critic sez:** "This movie was a pleasant surprise. Games made from TV shows are usually rather forgettable, but Xena looks different. The animation of Xena's character looks great, and the wide variety of moves is promising. Thumbs up."

Macross VFX 2

Players	1	**Developer**	Bandai Visual
Availability	Q4 99	**Publisher**	Bandai
Analog Controller	N/A	**Genre**	Action



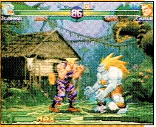
What is it? The original Macross series (released in the U.S. as Robotech) is a timeless classic of animation and science fiction alike.

Why should I give it a spin? If you've seen the Macross television series, you'll quickly realize how unjust it is that Macross video games, as a rule, are pretty crappy. The first Macross Digital Mission VFX stayed in Japan; critics were glad to leave it there. Will the sequel be any better?

***OPM* video critic sez:** "Unfortunately, Macross VFX 2 looks to continue the 'tradition' of sub-par PlayStation Macross video games. By the end of the short movie, you're already noticing the repetitive action and boring environments. If you must play an anime-styled free-based shooter, try Polyphony Digital's (makers of Gran Turismo) vastly superior Omega Boost. Macross and its fans deserves better. Thumbs down."

Street Fighter Alpha 3

Players	1-2	**Developer**	Capcom
Availability	Now	**Publisher**	Capcom
Analog Controller	No	**Genre**	Fighter



What is it? Fighter aficionados consider the SFA series to be one of Capcom's strongest; Alpha 3 is the best yet.

Why should I care? The cast of Alpha 2 is joined by two new characters, as well as every previously missing character from the original Super Street Fighter II. Alpha 3 also introduces the ISM system. ISMs let you assign a particular fighting style to your character, subtly adjusting their speed, strength and super combos. Capcom also apparently made some Faustian bargain in order to squeeze a ridiculously large number of animation frames into the PS's memory.

***OPM* video critic sez:** "Capcom goes to all the trouble to improve the graphics, frame rate and animation, yet their demo movie suffers from a low frame rate and horrible compression! Still, you can see a large number of characters performing their signature special moves. Even if you're just a casual fighter fan, you need to check out SFA3. Thumbs (mostly) up."

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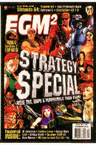

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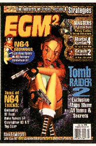

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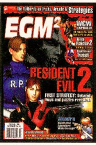

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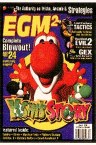

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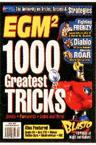

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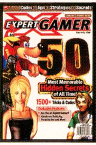

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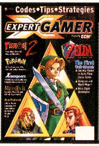

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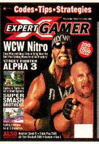

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Next Month

A look ahead at our next issue

August 1999

Official U.S. PlayStation Magazine

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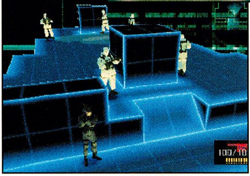
Monkey Trouble?

Now that we've revealed the 25 games to look forward to in the next year, don't think that we're done covering them. We'll have in-depth previews of Metal Gear Solid: The VR Missions, NCAA Football 2000, Ace Combat 3, Ready 2 Rumble, NFL Blitz 2000, and Space Invaders just to name a few. We'll also review R-Type Delta and Alexi Lalas Soccer. And finally, if you're having trouble with those blasted monkeys in Ape Escape, we'll have just the strategy guide for you!



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Demo Disc
SONY

Check Out Our Next Demo Disc!

PLAYABLES
FINAL FANTASY VIII, **3 Xtreme, Tiny Tank, Jade Cocoon, Centipede, You Don't Know Jack, Ultimate Eight Ball, Macross VFX 2**

NON-PLAYABLES: **NFL GameDay 2000, NFL Xtreme 2, Shao Lin, Medal of Honor**

Editorial content subject to change

ELECTRONIC GAMING MONTHLY™

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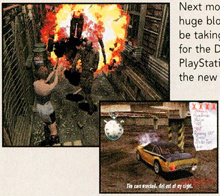

Next month we'll be leading things off with a huge blow-out on the Resident Evil series. We'll be taking a look at Resident Evil: Code Veronica for the Dreamcast, Resident Evil 3 Nemesis on the PlayStation, Resident Evil 2 on the N64 and even the new Game Boy game. We'll have a full explanation of the RE universe, as well as a look at all the merchandise currently available. Elsewhere we'll be bringing you news from the E3 expo, with information about the Dreamcast launch and even PlayStation 2.

EXPERT GAMER™

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Look for lots of fireworks in the August issue of *XG!* First, find out how to lay the smack down on your opponents in WWF Attitude. We'll have detailed moves lists for all the wrestlers as well as advice on how to excel in new areas of the game (create your own pay-per-view, anyone?). Next, *XG* digs up the dirt on one of the most highly-anticipated games of the year—Soul Reaver. With our precise maps and on-the-money advice, you'll conquer this monster in no time!

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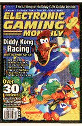
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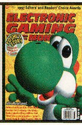
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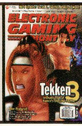
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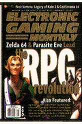
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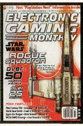
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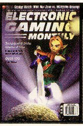
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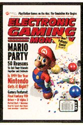
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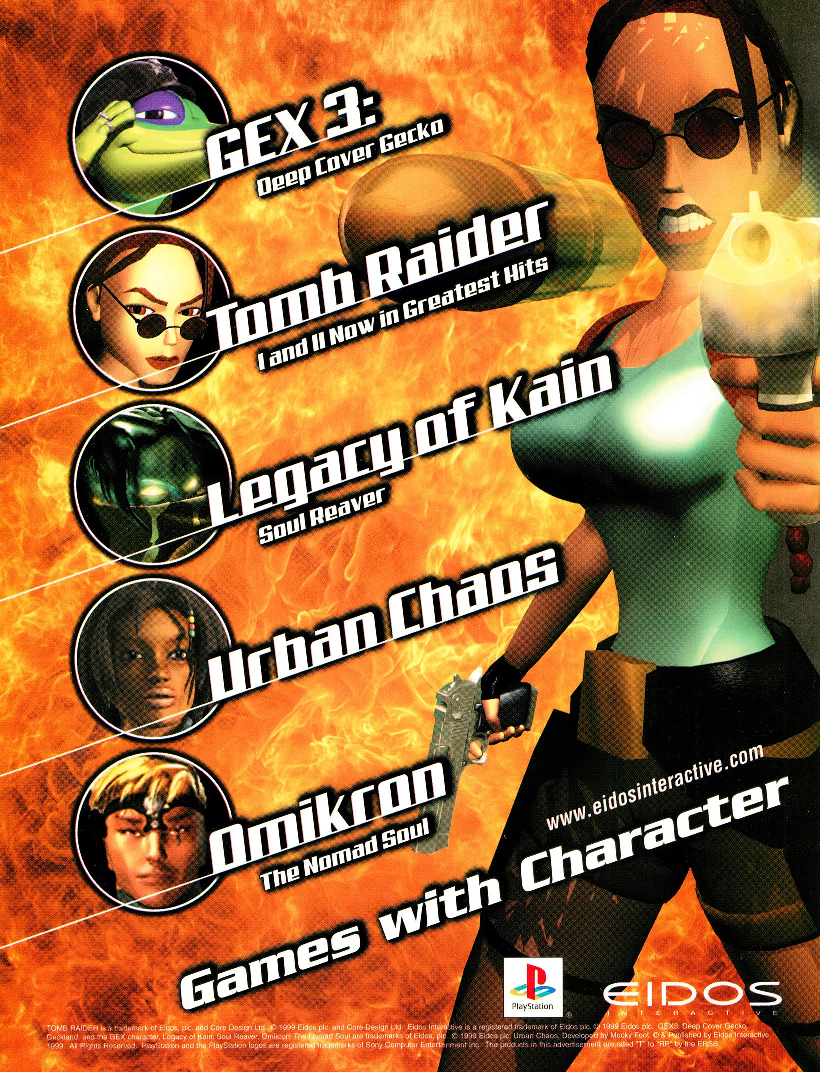
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